GOOD GRIEF! IT'S A MONSTER ISSUE!

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SINCLAIR user

No. 103



EXCLUSIVE!
Clive Barker's
NIGHT BREED
REVIEW AND DEMO

WIN!
JUDGE DREDD GEAR

FREE!
COLOUR PULL-OUT TIPS EXTRA

HOT SUMMER BLOCKBUSTERS
REVIEWED & RATED

The COMPUTER ENTERTAINMENT SHOW
13th - 16th September 1990
Earls Court

VITAL INFO ON THE EVENT OF THE YEAR!

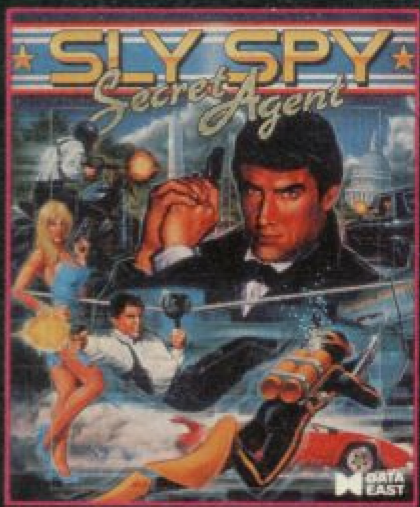
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SIGNS OF
SHADOW WARRIORS, the latest, greatest and most ambitious martial arts coin-op game now rages onto your computer
FEATURING
interactive scenic backdrops. The secrets of the Ninjitsu assassination techniques have been handed down since the Mediaeval wars..now they live on in the jungle of the American metropolis. A thousand years of the Ninjitsu secrets at your fingertips... Take your techniques to the streets
SHADOW WARRIOR...the hero of the nineties.
SHADOW Warriors
DATA EAST
MC
adidas
CHAMPIONSHIP FOOTBALL
NUMBER OF PLAYERS
GAME PAUSED
ENGLAND FRANCE
Natural and responsive player movement and with the most simple of one-touch joystick control ensures exciting and authentic soccer action. Realistic close-ball control, computer aided team control and the micro's constant "flow of play" monitoring all add up to make this the easiest and the most rewarding soccer game ever devised for the home computer.
TAKE ON THE WORLD!

TIMES





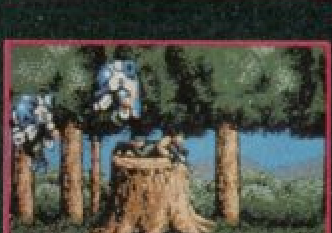


The hit coin-op game bringing espionage and action with 9 levels of thrills and excitement. Innovative game features with a host of differing scenarios from high-powered sports cars to underwater guerilla warfare. Rescue a beleaguered nation from the oppressive regime of the 'Council for World Domination'.

ESPIONAGE EXTRAVAGANZA FEATURING 9 LEVELS OF HIGH ACTION!

The "POWER UP" coin-op hit from Data East brings super-action to your micro screen. Join the resistance fighters in their crusade against the awesome powers of King Crimson - the manic scientist, and his Crimson Corps - mere earthlings transmuted into treacherous fighting machines- giant armoured tanks, lethal circular saws, airborne fighters, mechanized snakes and many more.







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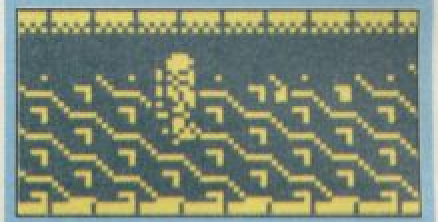
DOUBLEHITS 6



A stormer! There's a playable demo of Nightbreed, Ocean's version of Clive Barker's horror flick; an all-colour blood-fest. And there's Mutants, a weird and wonderful contest of skill in space.

SOLUTIONS EXTRA 33

A special EXTRA pull-out to add to last month's! This time all you ever wanted to know about Crackdown and Castle Master but hadn't quite got round to asking.



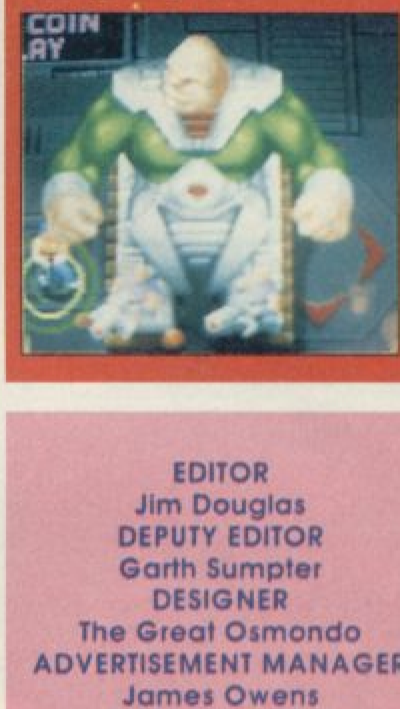
HACKING SQUAD 12



Five pages of the dirtiest of tricks. The lowest of cheats, the meanest of pokes. This month, Turrican and The Great Escape get Hacked.

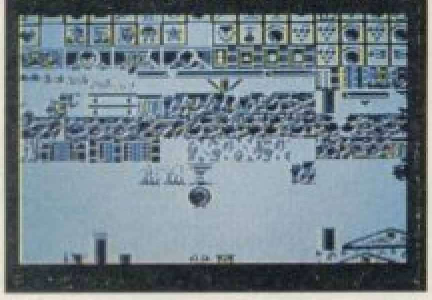
COIN OPS 56

Four of this month's hungriest coin-guzzlers checked by John Cook. Alien Storm, Smash TV, Columns and Neo- Geo; a completely new concept in arcade gaming. Oooh!



BLUEPRINT 72

Apprentice, Rainbow Arts forthcoming meisterwerk gets the microscope treatment from Our Man In Croydon, Garth "Early-Bird" Sumpter. SEE the code being, er, coded! READ about the warped, um, coders!



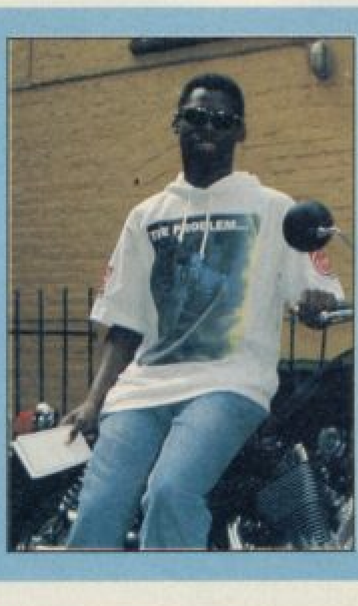
SHOW PREVIEW 27



In about four weeks' time Earls Court will be utterly rocked to its foundations as it hosts The Computer Entertainment Show. Read all about what's going on, who's coming and how you can win £1,000 worth of Sony Electronic equipment.

DREDD COMPO 32

Drokk it! Just when you thought it was safe to hand around the juve cubes, Dredd's BACK! Well, his T-Shirt is. And a set of volumes chronicling his most exciting adventures. And they could be yours. Yes indeed, the Prize is Right, but are your answers?



CONNECT 35

Yank it out! Cut it up!

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Jim Douglas
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DOUBLE HITS 4

SCAREY MONSTERS!

DoubleHits 4 - what can we say? Do you want to be terrified, thrilled, excited, challenged, exhausted, chopped up and wiped out? Well the choice is a wet weekend in Bangor or DoubleHits 4, so slam the tape home and get to grips with the biggest thing on iron oxide-coated plastic.

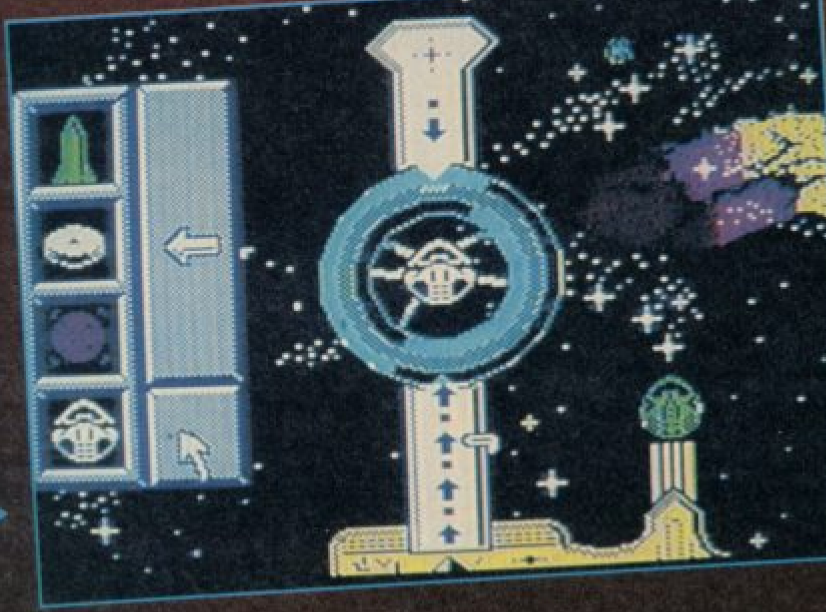
MUTANTS

Ocean's classic arcade challenge by Denton Designs in its complete fully-playable form.

MUTANTS is set in a distant future when Man has colonised the remote star systems, and matter can be manipulated with ease. But interstellar war has been raging for the last 600 years (come next Thursday week), with all sides supplied with weapons from the sinister Survivor Zero Corporation.

You are one of a thinly-spread group of dissenters who have made it their mission to eliminate the Corporation's latest batch of weapons, the MacroGenetic Mutoids (Mutants).

You control the Rasinbow Warrior, a single-seat pursuit ship. Your task is to enter the 15 deep-space research zones and find the components of a self-destruct mechanism. These must be assembled in the 16th zone, the Control Zone, to destroy the system and gain access to Level Two.



Each test zone contains a different strain of mutants; you have four lives and no time limit to complete your task. The game begins with your ship coupled to a mothership, waiting to be telebeamed to the zone of your choice.

MOTHERSHIP MENU

The menu on the left of the screen contains four icons; the first three show available weapons. To select an icon, move the cursor to it and press Fire. The white arrow points to the currently selected weapon;

MISSILES:

High-yield explosive devices covering a wide area, but which can be fired only one at a time. BARRIERS: Degradable defensive weapons which will aft as temporary shields against mutants. Supply is limited; when exhausted, weapon system defaults to photon torpedos.

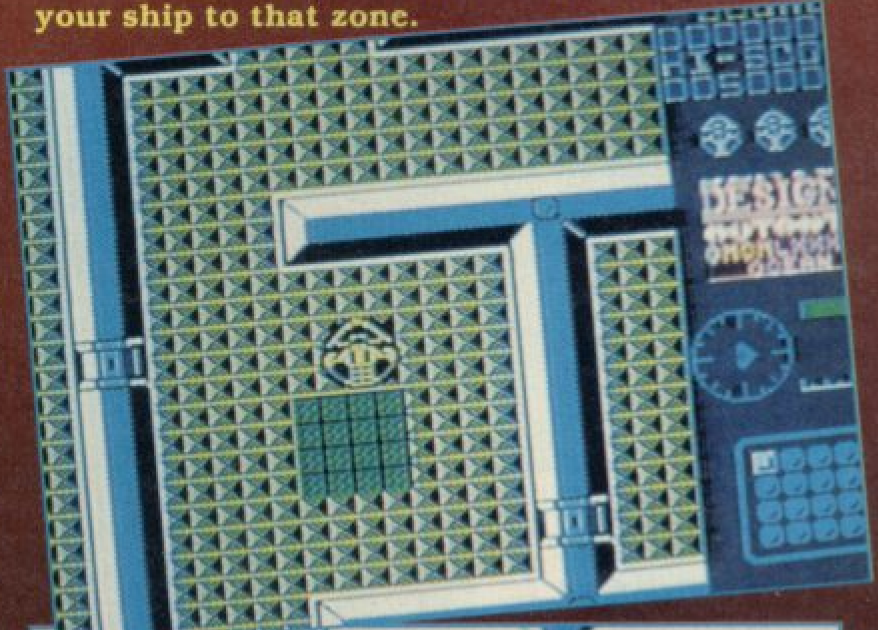
PHOTON TORPEDOS:

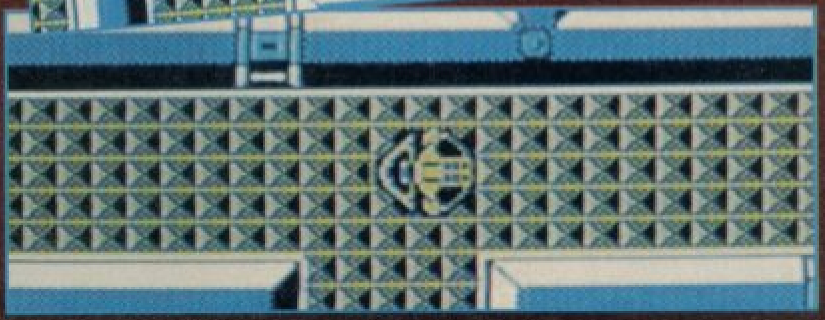
Rapid-fire low-yield optical weapons.

The last icon is a picture of the ship; choosing this switches to the Zone Map. Holding down fire instead of releasing it will bypass the zone map and pass directly to the last zone visited.

ZONE MAP

A 4x4 grid where the top left is the control zone, the others are test zones. Pressing Fire with the cursor in one of the zones telebeams your ship to that zone.





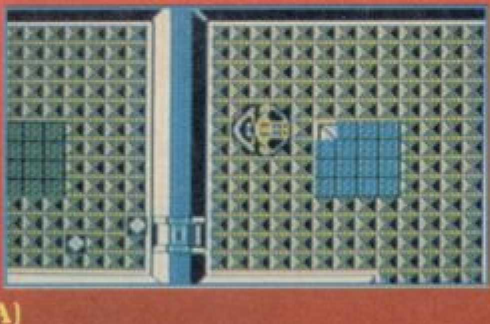
TEST ZONES

Your ship materialises on a telepad in the centre of the zone. The zone is bounded by a high energy barrier, collision with which will destroy your ship. You must battle your way through the mutant colony to collect the self-destruct component; and number of components can be carried at once, but all will be lost at the end of the game. Landing on the telepad in the centre of the zone and pressing Fire telebeams the ship back to the mothership.

CONTROLS

Definable keyboard, Kempston or Sinclair joystick.

UP (Q)
UP LEFT
UP RIGHT
LEFT (O)
FIRE (SPACEBAR)
RIGHT (P)
DOWN LEFT
DOWN RIGHT
DOWN (A)



FIRE - Emits the selected weapon from the ship or selects the icon under the cursor.

NIGHTBREED

A playable demo of the first level of Ocean's forthcoming biggie, written by Impact Software and Image Animation, based on the novel Cabal by master of horror Clive Barker.

The Nightbreed, powerful shape-shifting denizens of the underworld, have been persecuted for centuries by fearful humans. Now, under the leadership of their god Baphomet, the Nightbreed have been exiled to the underground necropolis of Nidian.

You play Boone, destined to become the Cabal, saviour of the Nightbreed. Convinced that you are guilty of a series of murders, you are pursued into Nidian by the true 3murderer, Decker, known as The Mask.

As the world of Nidian crumbles under assaults from the fanatical humans known as the Sons of the Free, and crazed Nightbreed known as Berserkers stalk the tunnels, can you avoid Decker, escape the deadly booby-traps, and use the Passkey symbols shown on the walls to find your way to the heart of the labyrinth?

It's a tall order. Load the program and follow the on-screen instructions for control options and gameplay.

And prepare to be horrified....







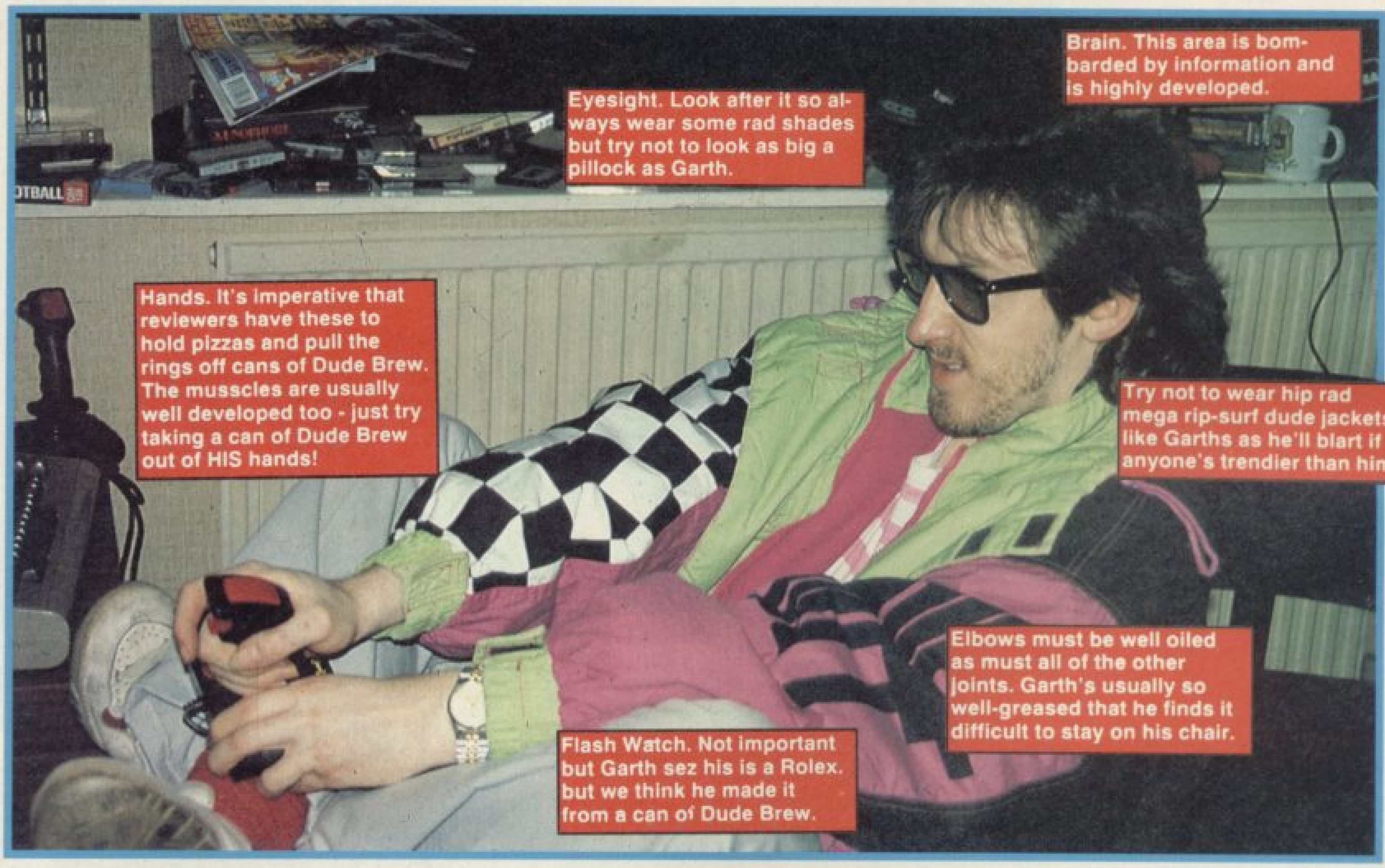
POKES TAPE

And finally, and by all means the meanest 'thang' on the tape is a whole fistful of Pokes. Yes, Captain poke has put together yet another fistful of fractals as the Captain takes the lid off each of the following...

GEMINI WING
VIGILATNTE
MR HELI
IMPOSSAMOLE (Version 2)
DELTA CHARGE
CRACKDOWN
WAR MACHINE
TURBOGIRL/BIKE
DYNAMIX
MUTIES STOLE MY TRUCK
GUARDIAN II
TURRICAN

So what are you waiting for? Let's rock and roll!!

THE SCORES ON THE DOORS...



SCORES

SU Reviews: The WHY, WHERE & HOW

Our overall scores are NOTHING TO DO with the marks for Graphics, Sound, Playability or Lastability. The overall gives you the reviewer's view of whether you should dive into your pockets and buy a game or not.Check out the overall scores below to see what we're really saying with an overall mark.

0 - 9% It's a zero, a complete and utter void of a game that's not worth the tape it's on.

10 - 19% Heavily poor. Don't even spend someone else's money on this.

20 - 29% There's something there but we're just not too sure what it is.

30 - 39% There's game here but it's a bit of a stinker. Buy it and regret it!

40 - 49% Okay as long as you don't expect your games to be racey, pacey, clear or collectable.

50 - 59% Now we're getting somewhere. A game that's above average but not an essential buy.

60 - 69%
It's a game that suffers from a deficientcy in some area(s) but has large potential.

70 - 79%
The big boys' league. This software's hot but you couldn't fry an egg on it.

80 - 89%
A real sizzler. You should bé able to buy these games with no regrets.

90 - 99% A real wicked rip snorter and not to be missed! Wear asbestos gloves when you play!

100% No-one gets 100% There isn't a gamc out that couldn't be improved upon. (Oh yeah?) Yeah!

ICONS

SCORES

75	OVERALL 82%	Okay, okay. So it's a bit like Tetris, but it's still great fun!
59		Label: Domark Price: £8.95
79		
78		CHRIS JENKINS

Playability
How well the controls are thought out and how easy they are to use and how progressive the game is.

Graphics
How good are the graphics? This includes the movement, use of colour, clarity and overall artistic impression.

Sound
This is not just awarded for the most sound effects\sampling but is how well the sound adds to the atmosphere of the game.

Lastability
A high mark sh[illegible] a game has depth and addictiveness meaning that you'll just keep going back for more.

IT'S THE REVIEW CREW

A bunch of gits or what?

"Who on EARTH do you think you are?" Write a regular set of (barmy) readers. Now, in case you disagree with any of our fine reviews, you can see who the culprits are.



JIM DOUGLAS - 1900

Born at the turn of the century, in the aftermath of the biggest New Year's party ever seen, Jim spent his formative years surrounded by people with unholy hangovers. His first words were "Unwell" and "Alkaseltzer". Now in the autumn years of his life, Jim still enjoys a good shoot-em-up. Alas, the shell shock from two World Wars, a brief tour of duty in Korea in the 50's and a nasty fall from a helicopter behind VC lines have addled the poor boy's brains. Since he's now prone to sudden twinges of battle fatigue and flashbacks, we try to keep him away from flight sims or martial arts games.

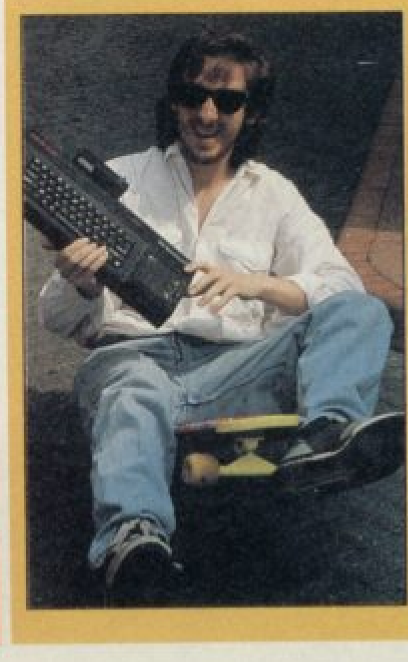
Fave Game Type: "Nice simple games with guns and rockets".

Least Fave Game Type: "Games with big instruction books without many pictures."

GARTH SUMPTER - 1964

Garth grew up on the streets. Well, not quite the streets. It was more of an avenue. Well, just off the avenue, in a nice house. But nevertheless he picked up a whole set of street smarts (nice matching ones, in the Harrods' sale). Nowadays no shoddy coding technique gets past him. If your game hasn't got the depth, forget it, Garth can spot a stinker a mile off. His meticulous, analytical mind make him the ideal man to run our Hacking Squad pages, as well as a top reviewer.

Fave Game Type: Strats and wargames come high on the list, but Garth also likes adventures. Of course, he's partial to a good blast too.





OSMOND BROWNE - 1945

Living in a Harlem backstreet during the 50's, Os' folks new they had a bit of a dude on their hands. "Hey man!" hollered the youngster while watching National Bandstand, "I can do better than these suckas!" And off he went to become one of the most famous bluesmen in history with his Browne Sound. These days Os refuses to have his name on reviews, substituting Garth's or Jim's. The years haven't been kind to The Large O, and he's prone to severe mood swings (from bad to worse). So if a game you like gets a rough ride in our review, don't blame us. Blame it on de blues.

Fave Game Type: "I don't like none of 'em/Got de blues agin/Don't like these new-style games/My woman left me etc."

CHRIS JENKINS - Birthdate Unknown

From an alien solar system a million light years from our own, The Jenkoids came to earth sometime during the Holy Wars. Their spaceship crashed and remained undiscovered until the early 1980's. An EMAP exploration team unearthed their ship and revived the comatose Jenkoid (the sole survivor of the crash). His alien intellect enables him to make spot-on decisions in a fraction of a nano-second. The miltary originally planned to use his deadly Sarcasm Disrupter and Irony Transmitter for covert operations, but he said that he'd rather review some shoot-em-ups if it was all the same to us.

Fave Game Type: "I appreciate any form of quality datacode. I find the patterns in numbers beautiful".

Least Fave: "Programs with little innovative merit".



THE NIGHTBREED

Clive Barker has the most revolting imagination going, as you'll know if you've read any of his books or seen either of his films, the pukey Hellraiser or even pukier Hellbound. The poor lad just loves death, degradation and deformities, and his novel Cabal has now been turned into a film, Nightbreed, which celebrates all three. Whether this film is a fit subject for a computer game, you'll have to decide yourself; it got an X certificate in the States, which is a step more restricted than our Cert 18.

You see, the Nightbreed are the outcasts of society, the deformed dregs and mutated monsters who have been exiled to the underground kingdom of Midian, which is ruled by the godlike Baphomet. The gruesome special effects makeup used in the film brings all these monsters to life, and while I think the argument is meant to be that the intolerant humans are the worst monsters of all, like souvenir-hunters at an air-crash, Barker and his mates seem to enjoy the revulsion for its own sake.

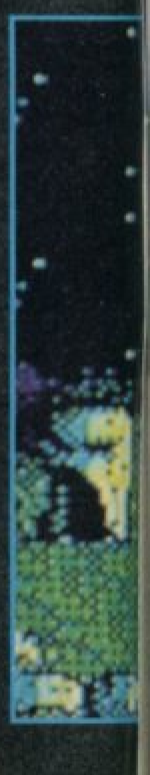
The plot of the game follows that of the film fairly closely. Shapechangers, magicians and psychics, the Nightbreed are feared by humans, especially the neo-Nazi Sons of the Free, under the leadership of the sinister Dr Decker, known as The Mask. The hero, Boone, is convinced that he is a schizophrenic mass murderer, and seeks sanctuary in Midian; but Decker and the Sons pursue him into the caves. Your task is to reach the heart of the labyrinth, where you can save the Nightbreed; but Decker and the Berserkers, wild warrior Nightbreed freed from their pens in the bowels of the earth, are out to get you.

After an introductory scroll explaining the plot, the game starts on the outskirts of Midian, on a black night with flashing lightning. Your first task is to find a Passkey, an inscribed token which opens a pathway to Midian - in this case, straight downwards, as you plummet into a crevasse and fall into the underworld.

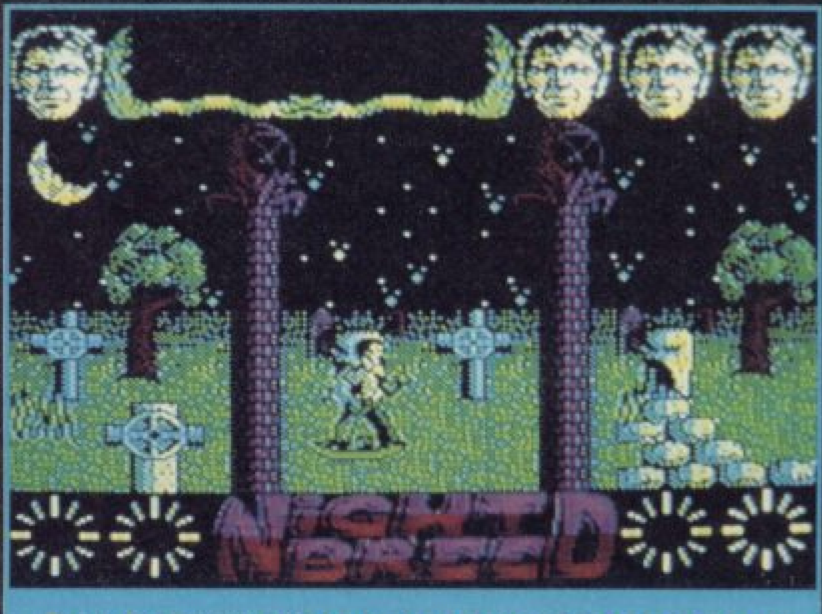


The landscape of Midian is shown using a parallax scrolling system; the graphics are fair, with sparing use of colour, and the animation smooth if unimaginative. Strange columns, weird plants, carvings, archways and ruined buildings scatter the landscape. You can run left and right, and move in and out of the screen through archways, and climb ladders - this is certainly a game which requires plenty of mapping skill,





HT
ED



Preparing to enter the gates of hell. Abandon Hope all ye who enter here etc. Lots of colour for the worst place on earth...

'cos everything looks very much the same.

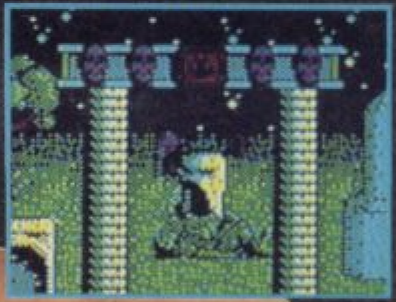
The archways bear the same sort of icons found on the pass-keys; if you remember the symbols, you can start at any point of the game by selecting the Passkey sequence form the main menu and building the correct symbol from the parts provided.

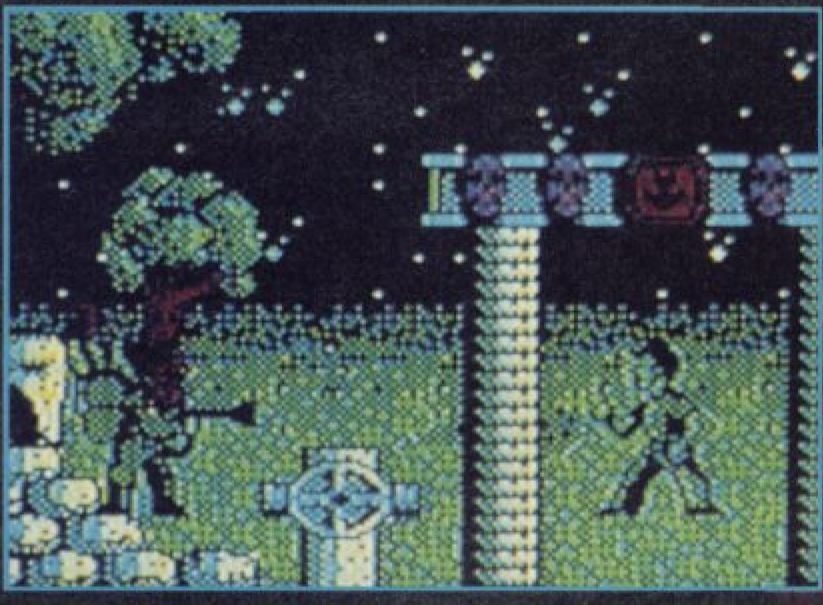
Hazards preventing you from exploring deeper into Midian include clutching hands shooting from pits, berserkers who leap from corners and savage you, monster insects, giant tailed demons, and the Sons, who look like some sort of Third Reich postmen. Some are armed with remarkably ineffective flamethrowers, others with more dangerous machine-guns. To start off, you are armed only with your hands and feet; you can punch your enemies senseless, or in some cases leap over them. Later on you will be able to pick up pistols dropped by defeated Sons; these help you to get past the stronger Nightbreed.

Watch out for bombs which fly onto the screen and which have to be deactivated, and for sights which follow you around and which indicate that a Son-with-a-gun is in the area.

If you lose a life, Baphomet will resurrect you twice; your current strength is shown by a decaying skull in the top right of the screen. Unfortunately you have to rewind the tape and reload each time you lose a game.

Decent music and sound effects complete what is a faithful adaptation of the film. If you enjoy really horrible games, this is the one for you.









REVIEW

SCORES

Graphics	70
Sound	64
Playability	65
Lastability	72

OVERALL 70%

Clive Barker fans are bound to lap up this slice of horror.

Label: Ocean Price: £9.99

CHRIS JENKINS

Hello there, and welcome to yet another batch of Hacking Squad. But before we go on, I'd just like to say that I'm on me hols next month but so far I've no idea where to go. Where do all the real dudes go and do they take their computers with them? I've decided to leave my Spectrum at home, after all it must need a bit of a rest too, but the whereabouts for my week of fun still eludes me. Should I go mental in Morecambe? Be the beach bum in Brighton? Where's the best place for cold lager and warm women?

I went to Bognor last year and the lager's warm and the women're decidedly frosty. I'll let you know how I get on if you let me know all the latest in the world of hacking. We're still looking for maps, hints, cheats and pokes and I'm sitting on a mountain of software which is beginning to gives me a very peculiar sensation in the bottom area. So don't mess about, be the most and use the post.

But I digress, so, once again, without further ado, welcome to the Squad.

SOLUTION TO THE GREAT ESCAPE

DAY ONE

When you get up, go out into the compound and at the base of the bottom left watchtower there is a green key. Take that and go to roll call. After that, go to the fence and follow the camp boundary until you reach the door by the fence. Use the green key, go through and take the second door and get the lockpick. Exit and go back to the door you first passed and pick the lock. Enter and above the desk are the papers that you'll need to complete the game and a spade. Take the spade and then leave the building. Go left to the fence, U to second hut and enter. Go to the boiler and push it to reveal a hole. Go down by walking up to it and drop all you are carrying. Turn around and leave through door on left. Go up to the wall at the top and go right to the second door on the wall and enter. Get parcel, press use, get sack and leave. Go back to the second hut and drop the sack down the hole. Leave hut through left door and to wall. Go in 1st door and get red key. Leave through he same door and go up and right to another door. Use the red key and go R,R,D,D,D,L, and drop key and get torch. Go U through door and over to the wall and get the Guard's Uniform. Go back through the door and go R,U,U,U,L,L,L,D, back to your hut. Go in and drop the torch and uniform down your hole. Come out of hut and go Up to top of screen, R,In,U,R, get food, go R and get radio. Go L,L,D and leave the building. Return to hut and drop objects in hole. Leave hut and go Up to hut 1 and get the poison from under the bed and return to your hut and put in hole and then return outside. Let the computer take over from now on.

DAY TWO

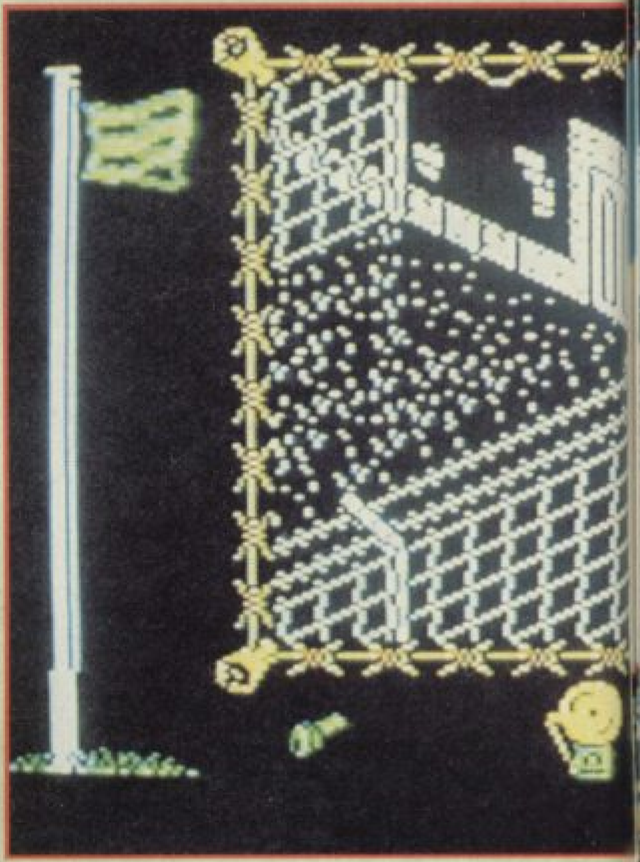
Go to hole and get spade and torch. Now go up the tunnel until you find a big rock. Use the spade and it will disappear. Now return and drop spade and torch. Leave hut and let the computer take over until exercise time. Now, go back to your hut and get lockpick. Exit and go to the top of the screen. Go R,I,U,R,R,R,D,D,D,D, over to the door at the bottom and go in and get map. Go Up and Left and go to door and use lockpick. You should be outside. Return to your hut and drop objects in hole. Now, go and collect your red cross parcel by going Up from your hut and right until you get to the second door. Use parcel and get wire cutters. Return and hide them in hole and then let the computer take you over for the rest of the day.

DAY THREE

Wake up and let the computer take you outside. Now go Right and Up to the wall at the top of the screen. Go in the door next to where roll call is and pick up parcel. Press Use and get the bribe. Exit through door and return to your hut. Drop bribe and pick up wire cutters and map. Hang loose man 'till exercise time and follow everybody into the exercise yard, through both gates and then go Left over to fence PARALLEL with the one you just came in by. Now, make sure no guards are near and cut wire, go through and continue until your character speeds up to leave the screen then STOP! Drop the map here and it won't be found. Now, turn Right and return to the fence. Make sure there are no guards around and cut the fence and return to the yard. Go back to your hut and hide the wire cutters down the hole and let the computer take you over for the rest of the day.

DAY FOUR

Wake up and let the computer take you outside. Go right and Up to wall at the top of the screen, and go get a parcel. Use parcel and get a compass. Go and stick it down the hole along with yourself and stay until exercise time. Now, this is it - this is the big one! Pick up the wire cutters and the compass and leave hut. Follow everyone out to the exercise yard and go over to the fence you cut last time. Wait until there are no guards near and cut the fence. Go through and drop the wire cutters and pick up the map. You now have all the items you need and are on the outside. Just go Up, turn Right at the corner of the fence and then go Up. You have escaped. Well done that man! By Jingo, wizard, tally ho and blimey!

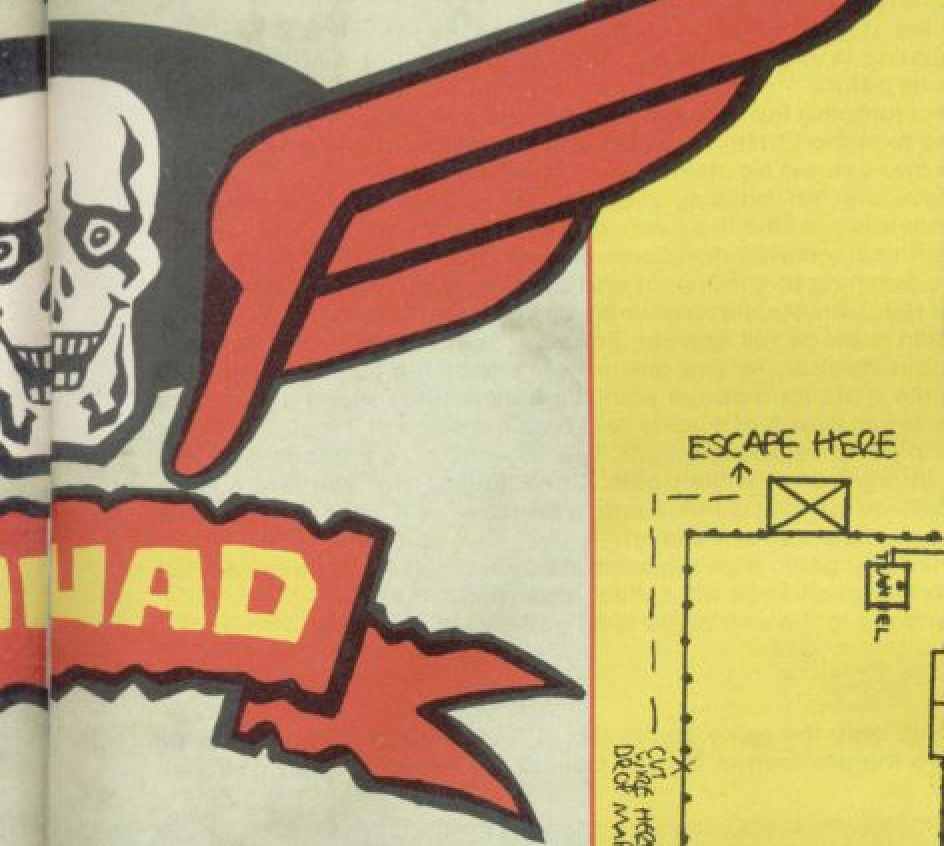


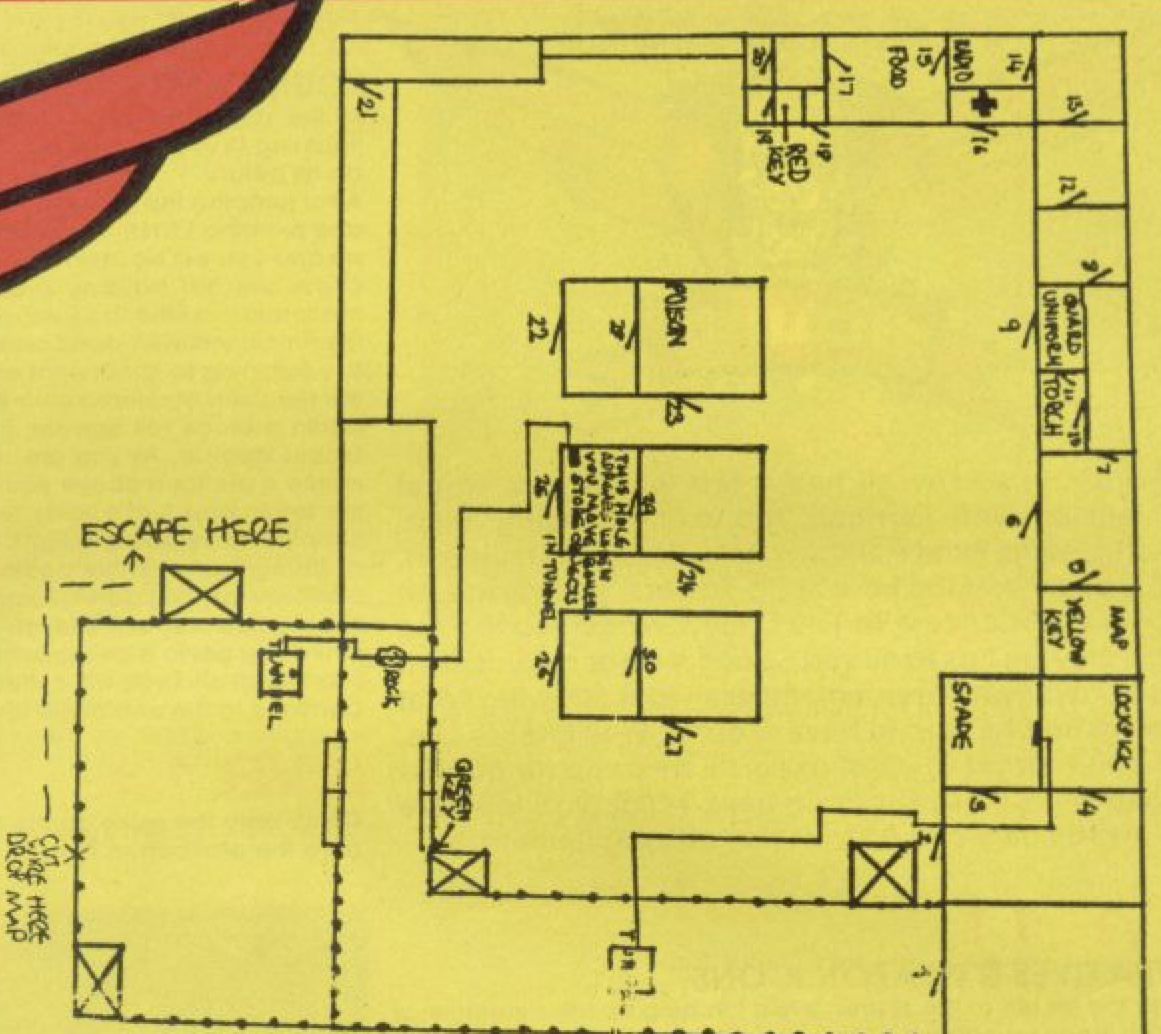
HINT

If morale gets low and you have the guard uniform, wear it (by pressing Use), drop it, pick it up and use it. Do this as many times as you want until the flag is back at the top of the pole.

What a great bit of hacking, especially as The Great Escape has just been re-released on budget. Well done that man. Have a large bundle of software (over fifty (count 'em) pounds worth, plus the amazing distinction of being Hacker of the Month. So, Grant Eyles of Romford in Essex, give me a buzz at SU and I'll give you a list of games that you can have. Skill!

CKING





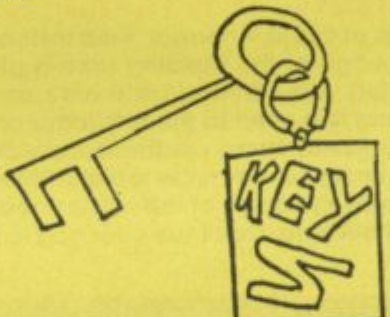
1 < = Door

☒ = Guard Tower

•••••• = Wire fence

___⌐¯¯ = Tunnel route underground

✚ = Room for getting red cross parcels.



Lockpick ←‑‑‑ = Escape Route
For opening any locked door

Spade
For Digging through rock in tunnel

Green key
For opening Door 2

Poison
For poisoning food

Red key
For opening Door 15

Radio
To my knowledge, no use

Guard Uniform
Wear it to go in places without being caught or followed. Except outside at night

Map
You need this to escape and not be caught again. You must be carrying this and the compass to escape fully.

Yellow key
For opening Door 6

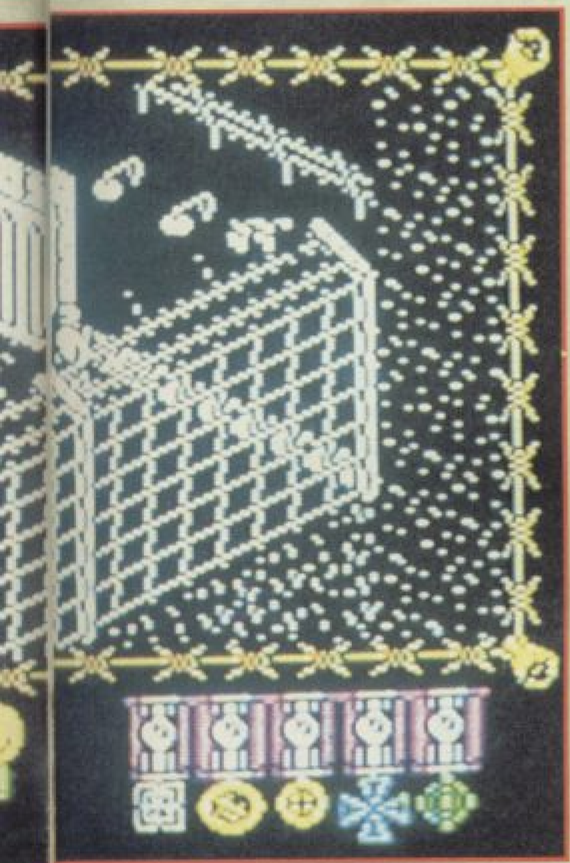
Day 1 — Sack
No use

✚RED CROSS PARCELS✚

Day 2 — Wire cutters
For cutting fence and getting out of camp

Day 3 — Brite
For making somebody act as a decoy for you

Day 4 — compass
same as map





HACKING SQUAD

No doubt you've all had a few weeks now to get familiar with Turrican, the space zapping, mind bending game from Rainbow Arts. Well Lee Davidson, who's been working here at SU Towers, getting in a bit of work experience with The Crew has decided to pass on his playing tips to all you Squad Members (and even those of you who aren't members), just showing what a useful bod he was to have around. Well cheers Lee, and don't forget to send in part II next month so that we can send you your brain back which you left here in a plastic bag 'cos it burnt out with excitement.

LEVEL 1.1

EXTRA LIVES & WEAPON ICONS

Go to the far left of the screen whilst jumping up the mountain as you go. Upon reaching the top, jump straight up as high as possible - an extra life icon will fall. After collecting this, duck down and shoot to the right. A blue block will appear in the air surrounded by icons. Collect the icons and then jump into the block from below, more icons will appear. Keep doing this until all of the block has disappeared.

Walk right to the first building killing the monsters that block your path as you go. Do not fall down into the cavern to look around as you will easily be bat fodder. Once the building is reached, jump up the building and stand on the spike on the top. Jump straight up and another block will appear, do the same with this block as before. Continue right as usual now until you reach the last building.

AND THERE'S MORE...

Climb to the top of this like normal, then instead of going right, go left and at the edge of the building take a giant leap left. If you keep pressing left you will land on a rock above the play area. Another rocks can be seen to the left, jump onto these and more rocks will be noticed. Jump up these collecting diamonds and killing meanies until you reach the top at which four extra lives can be found. Jump off the edge of the highest rock and you will land back on the last building. Continue your way to the end of the level.

LEVEL 1.2

ROUND AND AROUND

At the start of the level climb on top of the rockets and use your lightning to rotate to the left. Another block of goodies will appear; do as before.

After jumping the rockets, turn into a Gyroscope by pulling down and pressing ENTER. Move left and keep firing, the hand will come on and you will be invincible whilst killing it.

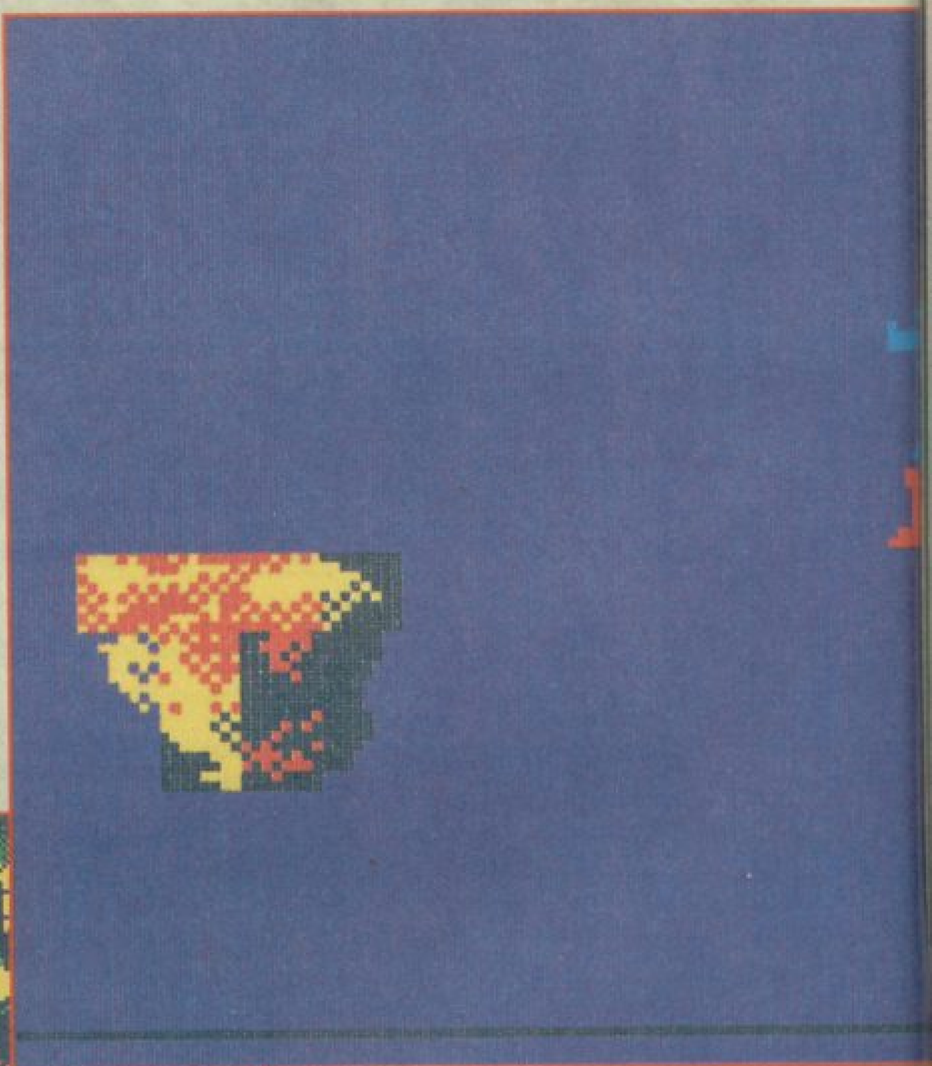
Climb the first building that you reach (just after climbing the mountains). At the top jump right and a block will appear. Collect the icons and then stand on the block. DO NOT SHOOT THE BLOCK. Use lightning to shoot right and another block will appear. Again get the icons and jump onto the block. Shoot left with lightning and again a block will appear, continue in this pattern until no more blocks appear. As you are standing upon the last block you will notice a platform above you. Jump onto this platform and collect the seven lives that it holds. Get onto the edge of this platform and jump as far as possible right. You will land on a platform, so jump as far right as possible again. Continue this until you reach three platforms leading down. Jump to the other side of the pit. You have just skipped half of the level.

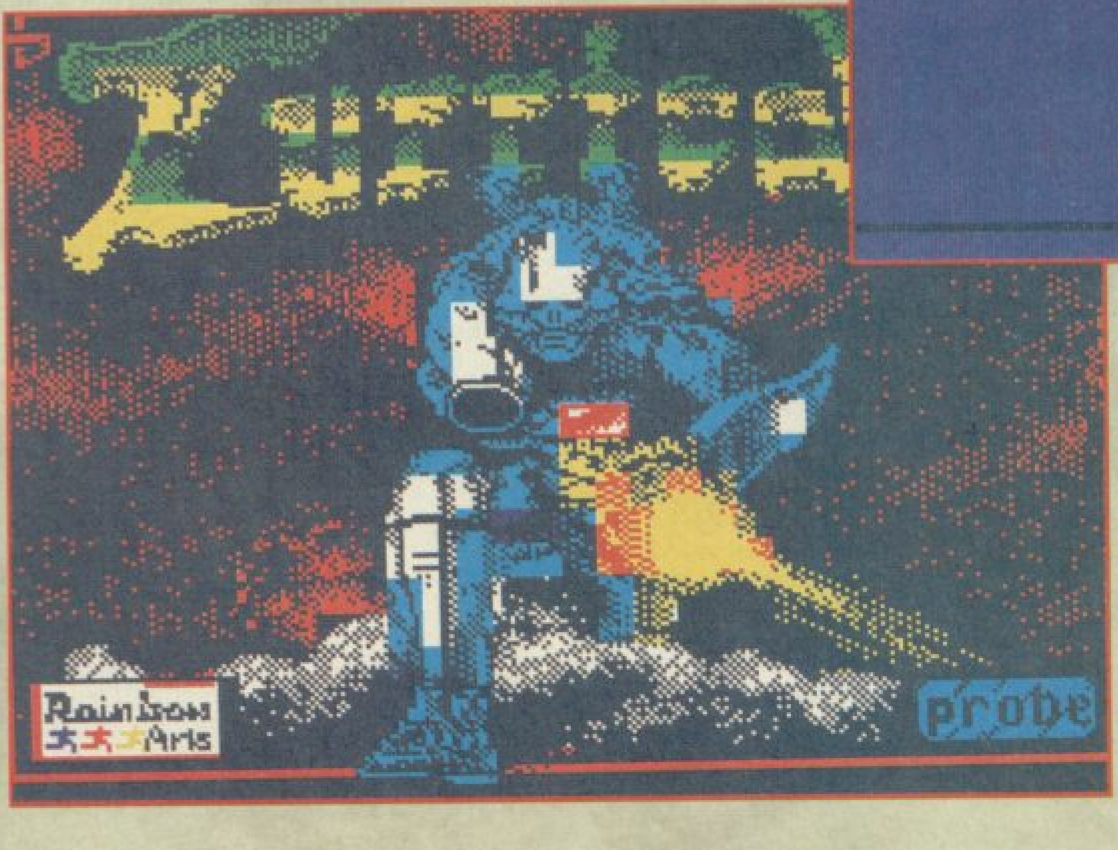
When you get to a pit surrounded buy two spikes on pedestals, fall into the pit and you will collect another extra life.

Continue to the end of the level going right and down.

LEVEL 1.3

Climb onto the spike on the top of the first building then jump left onto the platform in the air. Collect the two diamonds and then







jump up onto the platform above. Walk to the right, jumping the spikes as you go. After jumping the third lot of spikes, turn into a Gyroscope and roll along to the right. A large spider will appear at the right side of the screen, you will be invincible too it but be killing it at the same time. When it is dead move right and go to the end of the level. Shoot the purple box to complete the section.

LEVEL 2.1

Go right at the start, otherwise you will come to a maze.
Follow the screen until you reach a giant pool of water. Jump into the pool and then become a Gyroscope. Go left and a giant piranha will soon appear. As he won't be able to kill you he will soon die. Once he is dead, roll right and a hole will have opened in the floor, fall down this.

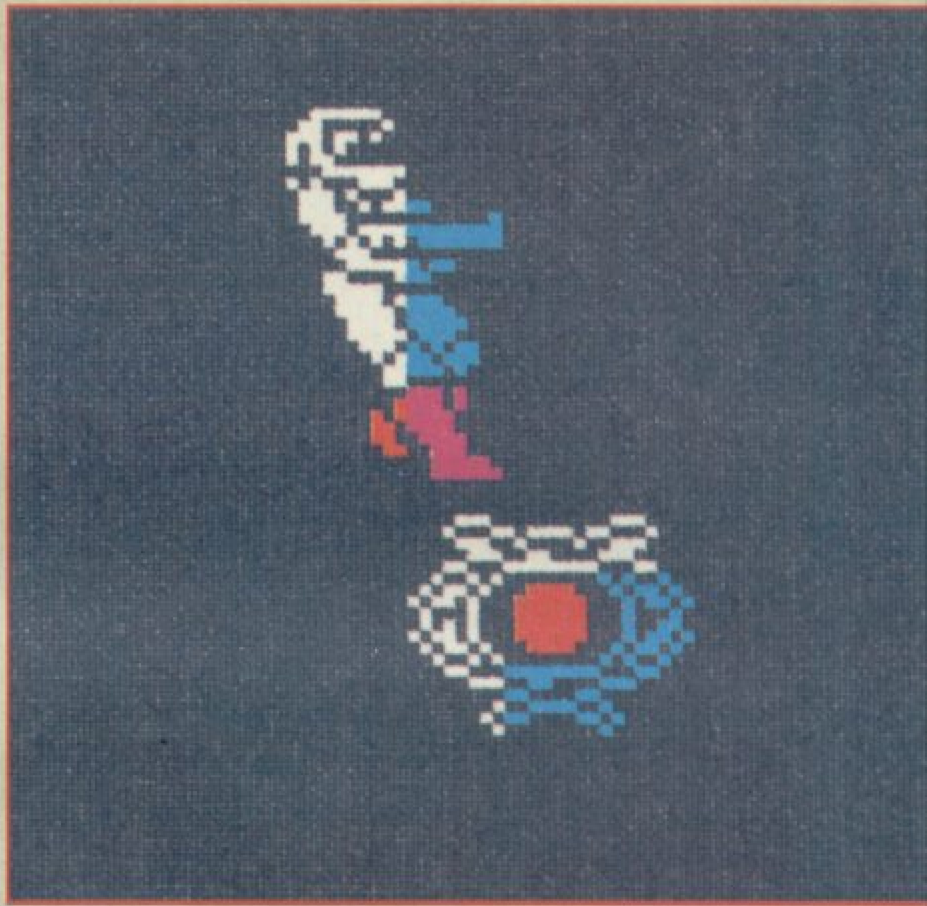
LEVEL 2.2

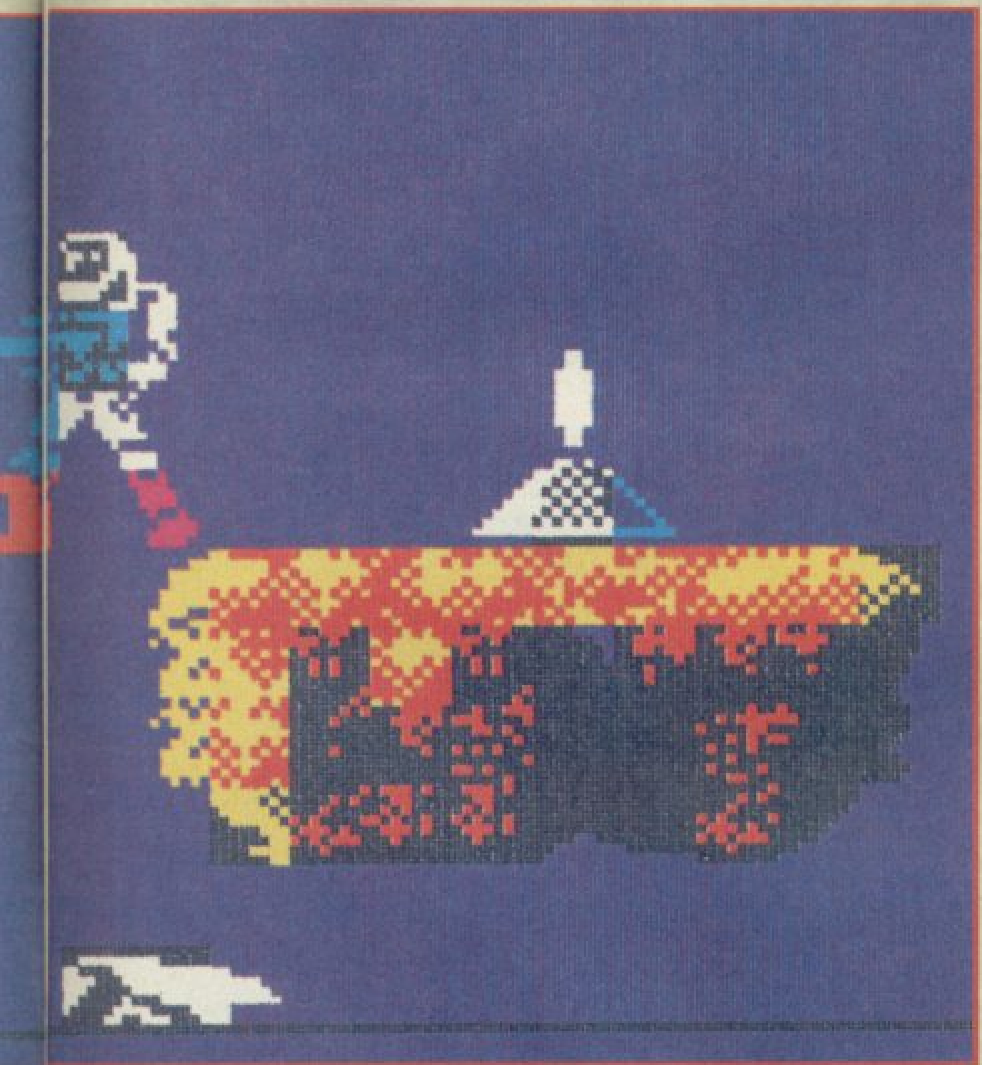
When you are in a tunnel which has blocks coming in and out of the walls and there are two ways to go, turn into a Gyroscope and roll left.

Soon you will reach a large open cavern with platforms scattered about. When, after climbing a little way, you see a platform which looks different from the other platforms, jump on it. The platform is really a lift and takes you up to six extra lives.
Once the end of level monster is reached, turn into a Gyroscope.

LEVEL 3.1

When you start, shoot to the right and collect the jet pack which appears.







Stay to the right hand side, in the middle and keep shooting throughout the level.
Once the large monster is reached, grenade it several times, it will soon die.

LEVEL 3.2

Once an alien type monster is spotted, turn into a Gyroscope to kill it - it takes many shots.
Run from the spider hands as soon as they are noticed.
Do not stop to kill anything during this level as you will run out of time if you do.

LEVEL 3.3

Stay to the right, in the middle and the least amount of damage will be done to you.

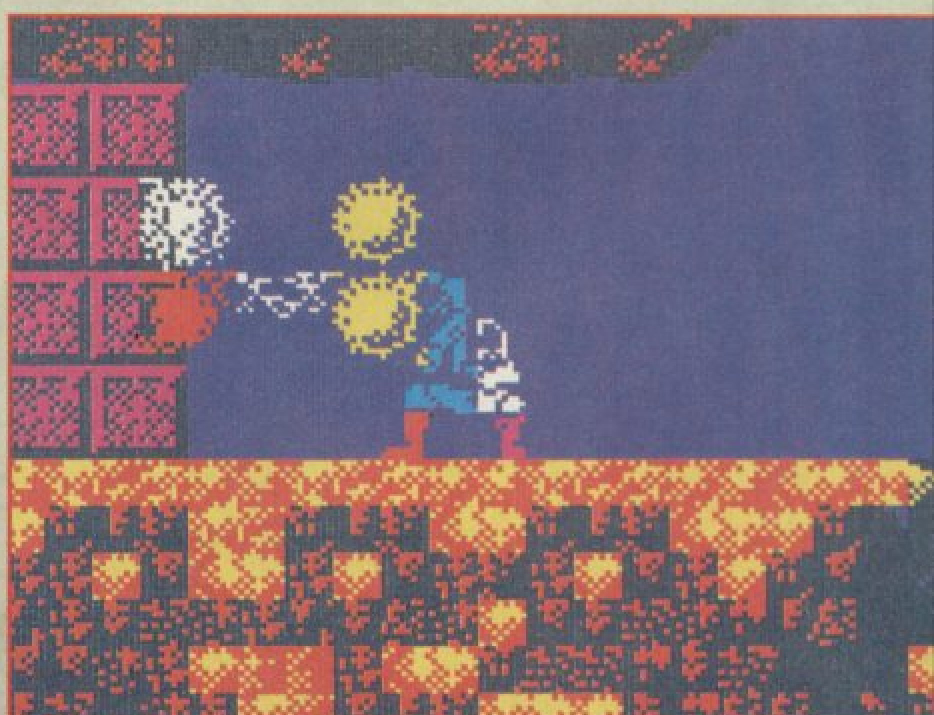
LEVEL 4.1

Do not go left at the start.
As above, jump over all of the hands as they approach. This level houses maggots, jump over them and when it gets too hectic 'cos the level is full of them, activate a wall of energy.
At the large, Egyptian type monster, turn into a Gyroscope and kill it.

LEVEL 4.2

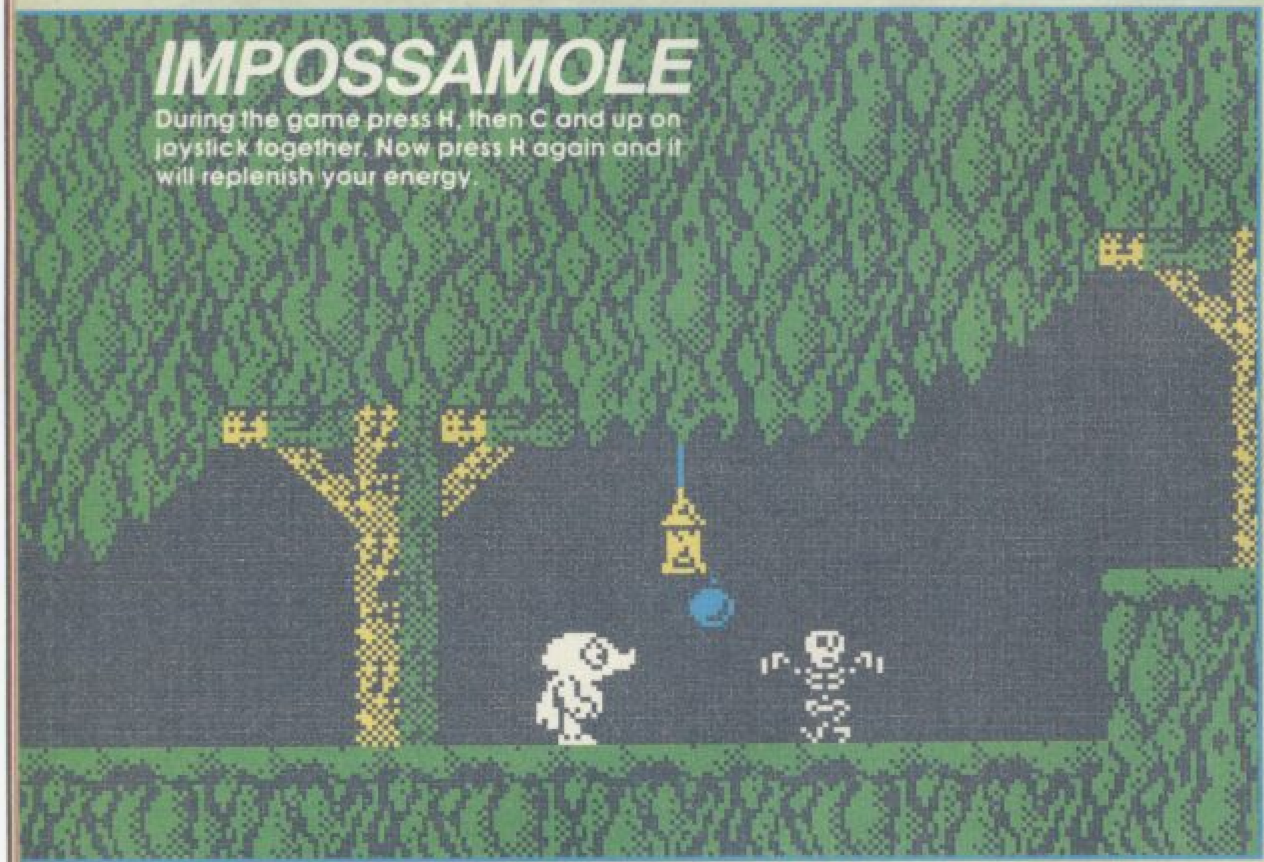
THE MAZE

Be careful, it's a maze... Use tips as in 4.1.



HACKING SQUAD





IMPOSSAMOLE

During the game press H, then C and up on joystick together. Now press H again and it will replenish your energy.

RAINBOW ISLAND

Need a helping hand yet? Here's some tips that dropped into my lap. Collect the diamonds in this order:

RED

ORANGE

YELLOW

GREEN

BLUE

INDIGO AND

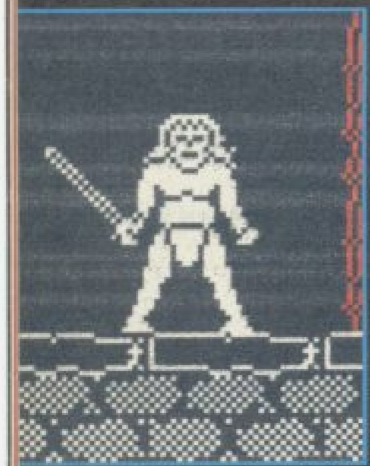
VIOLET (which is the one that's darker than Indigo)

When you get to any end of level Guardian, a trapdoor will appear and if you go down it then you can collect several potions eg Go faster shoes, double and triple rainbows etc.

Also, when you complete one of the stages, build rainbows leading to the top left or right corner. Now keep your finger on the fire button and you'll get oddies of points.

You can do this on any stage.

Well done lads.



BARBARIAN I

From the begining roll by pressing down and direction, and you should roll into your opponent. Keep rolling and he will not be able to stand up. Continue until you roll to one side of the screen and you should heart two noises when you roll into them. Whilst rolling, when you hear the second noise, hit fire, you should stop rolling, they'll try to stand up and you should kick them in the head. They'll fall down and you can continue to roll into them. After about ten times at this they will die and you shouldn't have lost any energy. Well done Hacker Paul James, of Penketh, Warrington.





NEXT TIME!

The Hacking Squad will be back next month with a bumper issue of odd tips. Over 40 cheats for very best of Spectrum games. Fourty Hacking Squad membership cards will be up for grabs along with The Official Hacker T Shirt. They'll also be so many cheats on the tape that you'll wonder where we find the room for them all! And of course 16 luverly pages of SOLUTIONS.

CAN YOU AFFORD TO MISS IT?



TOP QUALITY GAMES
AT ROCK BOTTOM PRICES
THE VINDICATOR!
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MATCH DAY II
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ALL AVAILABLE FOR:
SPECTRUM
COMMODORE
AMSTRAD
£2.99 EACH
HIT NAMES · HIT GAMES
HIT SQUAD


Find out its limits.
Look in the mirror.
ATARI
1040STE
ATARI SM124

Mike Reid's COMPUTER POP QUIZ



When Mike Read's Pop Quiz first appeared we quite liked it - gave it 79 or something, which is quite generous considering that Mike himself is one of the most nauseating media personalities in the universe, but so it goes. Now here it is on budget, and has the fact that it's two years old changed our opinion at all?

Well, yes and no - it's hard to get enthusiastic about trivia quizzes any more, and this is a fairly typical game of the sort, featuring one and two-player options and a database of 1000 questions divided into six banks, loaded separately from tape. Once you've gone through these that's yer lot really, so there won't be any further incentive to play.

The worst part of the game is the horrid digitised faces which represent the members of the teams; I suppose they're meant to be typical pop fans, but they look like a real selection of mutants including Vincent Price, Shakin' Stevens and James Anderton. Even worse, Mike himself pops up every so often, leering hideously and posing the questions. You could always stick a piece of brown paper over the spot where his face appears.







And the EMAP team storm into a 6 point lead. But there are enough mystery pics left for a crushing defeat (boo!) Get ready.



The format of the game is basically the same throughout; a question scrolls across the screen, three alternative answers appear, and you have a short time to use the joystick or control keys to select the correct answer. If you get it wrong or run out of time, the question passes to the other team; if they get it wrong too, the game goes on to the next question, without telling you the correct answer.

There are, though, five different rounds, in which the questions appear in slightly different ways; Jukebox, where you pick a numbered question from a flashing grid on the screen; Spot the Star, where the challenge is to identify the hidden artist; Your Scene, which presents questions on particular subjects such as Heavy Metal, Country and Western, and so on; Name the Year, in which you have to, er, name the year; and the Quick Fire Round, in which the first to get his finger on the knob scores, oo-er.



The screen displays, scrolling captions, scorelines and so on are presented entertainingly, but while MRPQ is as good a way to waste your time as any other, it's nothing to get excited about (especially if you're expecting questions on anything that's happened in the last two years).



SCORES

Graphics	56
Sound	40
Playability	58
Lastability	59

OVERALL 58%

Decent, if slightly outdated triv quiz featuring Mr Charisma himself.

Label: Encore Price: £2.99

CHRIS JENKINS



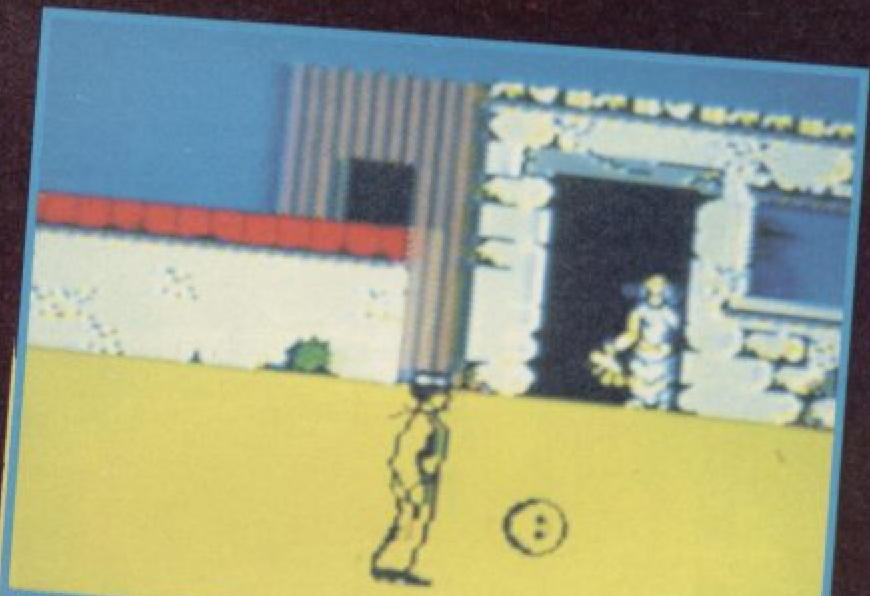
SPAGHETTI WESTERN

Buenos noches! Si, it ees I, Manuel Fernando Roderigo Santalucia Caramba Maracas - known as The Weevil - the beegest, baddest bandeet een Mehico! Ccchhobviously, eet ees I who was the obvious choice to review thees Spaghetti Western Simulator - ho yess, hi was een them all - Return hof a Man Called Greengo; Three Men, a Cchhorse and a Bucket; The Very Beeg Shoot-out; han' my best role, as the knitting bankrobber in The Hombre Weeth No Saddle.

Een the movies, eet ees roff an' toff; bounty hunter rides into town, we bandidos line up in the street, he shoots us all, end of film. But Santa Maria, thees game, eet is not like real life at all! Leesten, compadres; thees bountyhunter, Cleent Westband, he walk like a pregnant goat, left an' right, up an' down the screen; an' when he goes for hees gonn, hees quickdraw ees as slow as a fat farmer doin' the Mehican Hat Dance. An' he has to holster hees gon before he can walk on, wheech ees foolish.

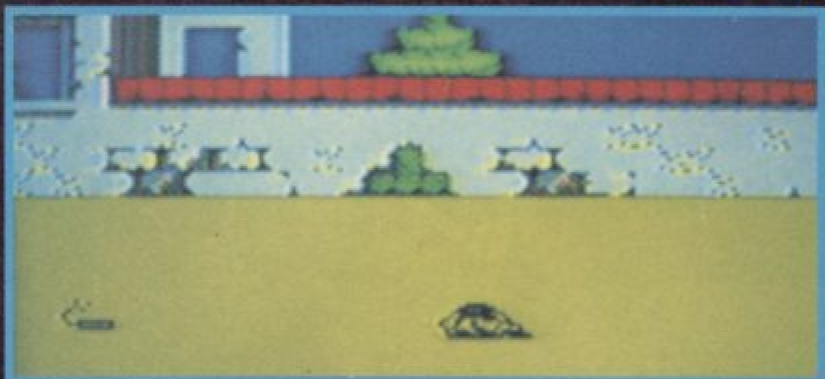
Ccchhhokay, ees some nice details een the backgroun'; houses, adobe walls, shutters, doorways; bot what ees theees flyin' out of nowhere? Knives, bottles, dynamite, horseshoes, arrows; where they com from? Cleent, he shoot some, duck som, but they follow heem aroun' the screen, so they heet heem wherever he go! Ees bad enoff that he have to shoot diagonal-wise at gonmen een the weendows, an' avoid losin' dollars through shootin' innocent bystanders; bot thees theengs flyeen' thro' the air, ees jost too much.

Ol' Cleent, he got no chance onless he peeck up objects from the sidewalk. He have to squat down an peeck op dynamite to blow op bad guys, money bags to increase hees bounty, bulleets to feel hees ammo belt, armoured jacket to protect heem, all thees I onderstand - but what are thees crucifixes, potions and honeypots? I no beleev it! Cleent have to fight off Smiley Ghosts, Scorpions an' Hornets?! Ees jost seelly! Do you theenk the Man Weeth No Name would get eento a gonfight with Smiley the Cuddly Pacman? Hi don't theenk so!



Ees all a beeg disappointment for a simple bandido. Could have been a good game, bot no, gringo programmers make eet too deeficult to control, an' put too many seely theengs een eet. Thees makes me sad. Hi theenk hi go down to the Las' Chance Saloon an' peeck a fight weeth some sheepfarmers.





SCORES

Graphics	56
Sound	58
Playability	54
Lastability	54

OVERALL 55%

Control he is no good, ees no realistic, ees beeg disappointment.

Label: Zeppelin

Price: £2.99

CHRIS JENKINS

REVIEW

Sha

WARR

If there were as many ninja warriors in real life as there are in computer games, you wouldn't be able to walk ten yards down the street without someone jumping out going "EEEEEggghhhhAAAH!", whirling spikey things around their heads then leaping over a bus. Fortunately these mythical warriors are largely confined to computer games and badly-dubbed movies, and Shadow Warriors doesn't add much to the dozens of punchy-kicky titles already on the market.

Plot? You want plot? Okay, but don't say I didn't warn you. Five secret Ninjitsu fighting techniques have been passed down to the Shadow Warriors from mediaeval times. But now an Oriental demon has possesed the mightiest of the warriors, and you must fight your way through squads of ghoulish assassins and finally defeat the evil demon.

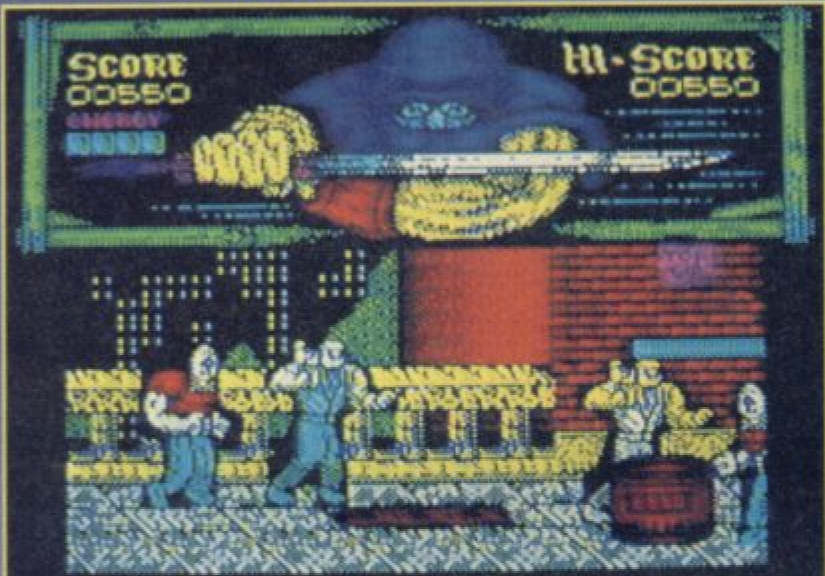
As you can imagine, what this means in effect is a lot of chop-chop action as you battle across the scrolling backgrounds through six levels of urban sprawl, to the accompaniment of rather super music.

The graphics are, erm, colourful... almost barfingly so. I often think that a monochrome game with no masking problems is preferable to this over-use of colour, especially when as in this case it's hard to keep track of your warrior. Although he's basically blue while the baddies are red and yellow, when anyone gets hit they flash red - and with all the flashing going on (oo-er) it's hard to keep track.

You can move in and out of the screen, left and right, somersault backwards and forwards by moving the joystick diagonally up, and attack the enemy using joystick left/right and fire (for some reason there's no Kempston joystick option - just Sinclair and keyboard). You don't actually have a choice of fighting moves - the game seems to choose punches or kicks as appropriate. Trouble is, most of your opponents take a lot of killing - you can knock them down two or three times before they give up the ghost.

The best tactic is to progress slowly through the levels, taking on baddies in ones and twos rather than rushing into large groups. Get your back against an object, press the fire button and watch them walk into your blows. If you get surrounded, you're done for; unless you get the first punch in, the baddies tend to go PUNCH-KICKPUNCHKICK PUNCHKICK, and you stand there paralysed until you lose a life. Lots of games have this annoying semi-bug, and I'm FED UP WITH IT!





The eponymous Warriors of the Shadows. (Hence the name) Thay are warriors. And they warry in the shadows. (You're fired - Ed)

If you smash up a few objects you'll find tokens which will give you extra lives, extra points, and energy, indicated by a number of swords and a counter at the top of the screen.

Assuming that you can manage to negotiate the walkways without falling into a crevasse, you get to the end of level one, where you meet the end of level guardian, a rather silly-looking fat butter-yellow chap. Kick him to a pulp and you're on to level two, which is rather neat, as cars zooming diagonally up the screen squash you to a pulp before the chap swinging a huge log can do it for you.





dow

RIORS





SCORES

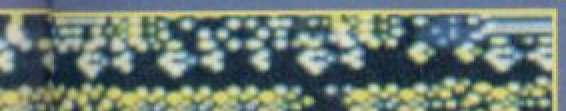
Graphics	67
Sound	70
Playability	76
Lastability	85

OVERALL 75%

Colourful Ninja action. A bit messy but high on playability.

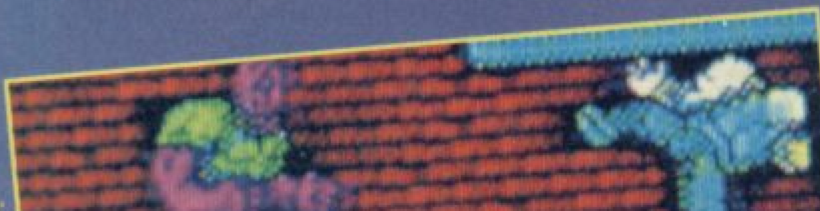
Label: Ocean
Price: £9.99

CHRIS JENKINS



You have to complete each level before the timer runs out; it's reset to 99 at the start of each level, and mercifully there's a CONTINUE option so you can resume playing from the furthest point you reached when you lose your last life.

There isn't really a speck of originality about Shadow Warriors, which is yet another coin-op conversion, this time based on a Tecmo game. Nonetheless, if you can forgive some of its peculiarities it will be a stiff challenge which any kung-fu killer will be happy to take on.



Preparing to take on the Big Purple Fella in the deadly dance contest of doom. Watch them dance their deadly groove



REVIEW

REVIEW

MISSION: IMPOSSIBLE 2

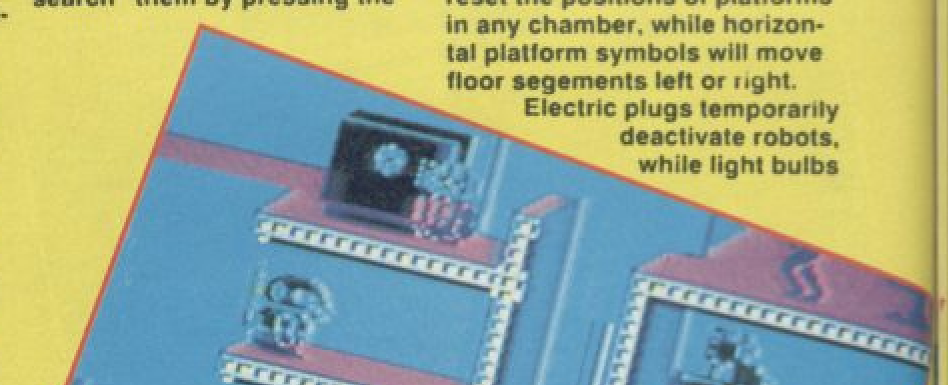


Your mission, Chris, should you choose to accept it... well, no, we all know that this budget re-release is nothing to do with Peter Graves and the Impossible Mission force, but the Department will certainly disavow any knowledge of your actions if you're captured or killed.

Sequel to the original platforms-and-hacking exercise Impossible Mission, IM2 looks suspiciously similar; there are dozens of chambers, each containing a number of walkways, hydraulic platforms, computer terminals, bits of furniture, and killer robots. Again you play the secret agent whose aim is to crack the computer codes, avoid the killer robots and foil the plans of the evil Dr Atombender.

Once again, you have a pocket computer display showing a map of the chambers of Atombender's complex which you have explored; and a system of elevators and passageways to get you from one to the other. As well, you have to turn to face items of furniture and "search" them by pressing the fire button; the trick is to do it before getting burned down by a patrolling robot, and without plummeting down a bottomless crevasse.

But this time, there are more objects to find, all of which can be used when you log on to a terminal. Platform symbols will reset the positions of platforms in any chamber, while horizontal platform symbols will move floor segements left or right. Electric plugs temporarily deactivate robots, while light bulbs



4x4 Off R... RAC...

Get truckin'! None of your pansy Formula One racers or your nancy little go-karts in this game - 4X4 Off-Road Racing is for REAL MEN.

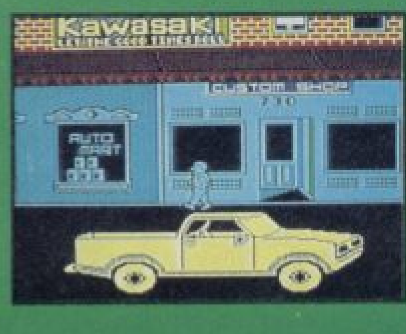
Here's the poop. There are four courses to complete: Georgia Mud Flats, Michigan Winter Wreck-Off, Death Valley Trek and Baja Challenge. Snow, ice, mud and desert combine to provide an enormous challenge to your driving skill and tactical planning.

The opening routines in which you choose and equip your truck are quite nicely done, despite involving some tedious multi-stage tape-loading. You have a choice of four trucks, the Stormtrooper, Highlander, Tarantula and Kantana, all of which by complete coincidence have the same chassis and cab, varying only in their technical specs and fittings; you use the joystick to scroll through the choice of trucks, hit Fire to buy the one you want.

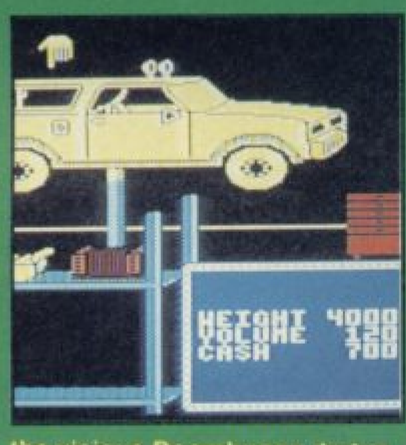
The next stage is the Custom Shop, where your "rig" (as we experts call it) goes up on the ramp, and you use your budget to buy various add-ons, bearing in mind the conditions of the next course you have to race, such as a winch, extra fuel tanks, or a cap (roof).

The final stop is the Auto Mart, where you dosh up for the more vital supplies such as fuel, oil, batteries and spare tyres. Then and only then are you ready to race.

Unfortunately the race graphics are a bit of a disappointment, if only because they're very monochrome. The animation, though, is pretty good; the road level rises and falls, other vehicles including the vicious Doombuggy dodge around the track, and your truck responds well to a tug on the old joystick.







At the bottom of the screen, readouts show your speed, revs, and the condition of various systems including oil, water and electricals. An icon-driven screen helps you if you have to make repairs; you can pull in at a checkpoint and have them done for free, or stop along the way if you feel you have the time. The purchases you made in the Auto Mart - including getting a flashlight or hiring a mechanic - may speed up your repairs and improve your chances of winning a race and progressing to the next round. It's even possible to get stuck in mud, in which case you don't have much chance unless you've invested in a winch!

It is possible to total your rig (sounds painful) up to three times before you're out of the race altogether, but your final aim is to win all four races and become Bull Goose Loony Head Honcho Trucker.

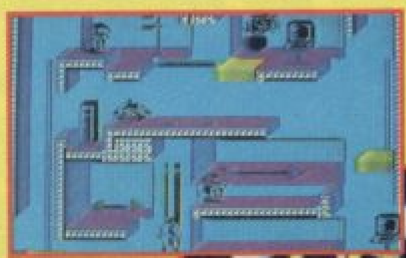
Apart from the slightly disappointing graphics of the race section, 4X4 Off-Road Racing is a realistic and exciting drive.

turn on the lights in a darkened room, time bombs blow open safes, and mines blow holes in floors (and robots).

Passcode numbers are essential for getting into separate towers; the eventual aim is to locate all of Atombender's safes, blow them open, and take musical codes which have to be assembled into a complete tune in the master control room. Sounds complicated? - it is. But if you couldn't get enough of IM 1, IM 2 will satisfy even the most demanding superspy.

The best aspect of the original game was the truly hoopy animation as your agent cartwheels through the air avoiding the robots. The quality of the animation in IM2 is equally good, but this might not make such a spectacular impression as it did a couple of years ago. Concentrate instead on the depth of gameplay and the joystick-wrenching challenges as each chamber becomes more fiendish than the next.

Don't miss out on this one, or you'll self-destruct in ten seconds.



SCORES

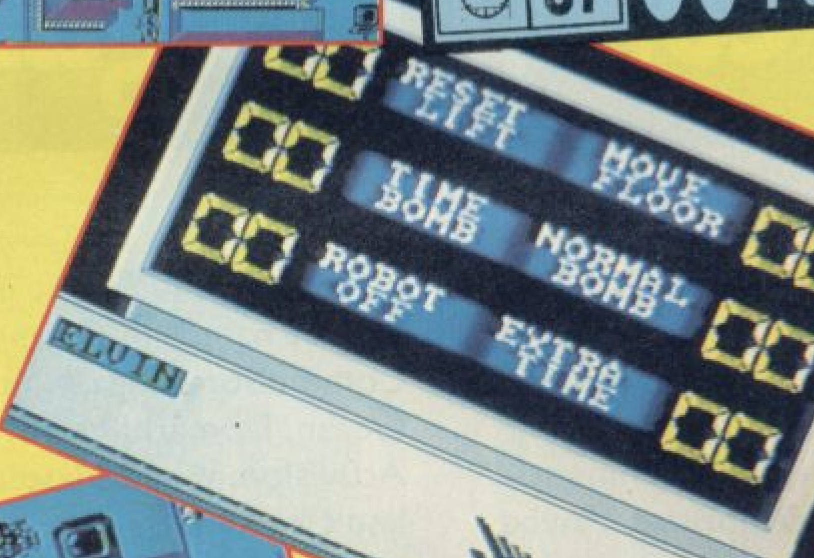
Graphics	78
Sound	56
Playability	92
Lastability	87

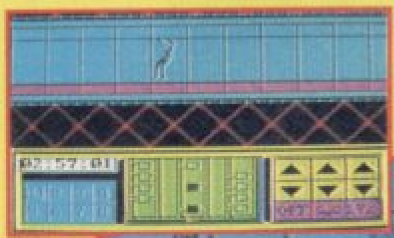
OVERALL 89%

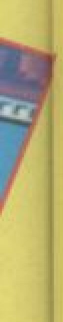
Choose to accept this mission if you think you're up to it.

Label: Kixx Price: £2.99

CHRIS JENKINS











Road ...CING



SCORES

Graphics	56
Sound	58
Playability	80
Lastability	83

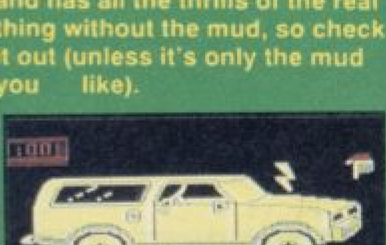
OVERALL 80%

All the thrills of off road racing, at a fair price!

Label: Kixx Price: £2.99

CHRIS JENKINS

and has all the thrills of the real thing without the mud, so check it out (unless it's only the mud you like).





Get real! Get wicked! Come and zap it to us at the ultimate computer gameshow!

EXPERIENCE the greatest gameshow in the universe. The European Computer Entertainment Show is the only show dedicated to the latest in games software and hardware from the leading brand names. Enjoy the live entertainment. Meet your favourite celebrities. Maybe even appear on TV. Try out the newest games and equipment from some of the biggest names in the industry including Commodore, Sega, Nintendo, US Gold, Ocean, Domark, Mirrorsoft, Microprose, Activision, Virgin/Mastertronic, Accolade and Gremlin.



WHAT'S HAPPENING:

- Stands and exhibits by leading names in computer games
- Live music acts
- Personality appearances
- Live TV and radio broadcasts
- International computer game championships featuring teams from Europe, Japan and America
- Celebrity computer challenge
- Spot prizes and raffles
- Living-room of the future
- C&VG national computer game championships.

It's a great day out for all the family.

10AM – 6PM
EARLS COURT
15th AND 16th SEPTEMBER

A portion of the entrance fee will be donated to

ChildLine

Rewl up! Rewl up! Laydies and Genthelmen! Welcome to our Skilly Fantilly, Cooly Dantooly, Captian Bostwick, General Brill, Colonel Acey Facey, Ultra Clean and Special PREVIEW PAGES for the...

THE COMPUTER ENTERTAINMENT SHOW

13th - 16th September 1990

Earls Court

Regarded by many in the know as...

The Greate

We're all flaming excited about the Show. And we thought it was about time we let you in on some of the special events that are planned for the public days (15th and 16th of September) Read on...

THE SU HYPERCARD 2!



IN CONJUNCTION WITH US GOLD

We had such an incredible response to last year's Hypercard that we simply had to run it again! On the front of next month's issue (which will be in the shops on the Friday before the show) you'll find an individually numbered card.

Bring the card along to the EMAP Images stand and find the Hypercomputer. Type in your number. Then at 3pm on Saturday, at the VIDEO WALL, the computer will produce FOUR numbers from its databanks. The holders of the cards with these numbers will then play a recent US Gold game picked at random. The competitor who has the highest score after a specific time will win £1,000 worth of SONY ELECTRONIC EQUIPMENT!

BE ON THE RUDDY TELLY!

And there's even a chance for all you limelight grabbers to get your fizzogs on the box. We've got cameras, crew and Stars from Saturday Morning's Top TV Show and they'll be broadcasting live from the show, giving the WHOLE OF THE UK the lowdown on the events AS THEY HAPPEN!

So, remember to set your video before you come along so you can capture your 15 seconds of fame.

STARS? QUITE A FEW!

To support their charity Childline, (which will receive a share of profits from all ticket sales) there's an absolute galaxy of stars who will be attending the show. Quite honestly, there are too many to mention here, with more confirming every day, but among the bigger names are:

Frank Bruno, Jonathan Ross, Wet Wet Wet, Big Fun, Sonya, The Brookside Cast, Bruno Brookes, your fave EastEnders stars and... THE ENGLAND FOOTBALL SQUAD!

The stars will be performing LIVE on stage, signing autographs and even helping to run some of the magazine competitions (see panel).

VIDEO WALL

No matter where you are in Earl's Court, you'll always be able to check up on the events on the EMAP Images stand thanks to our GIGANTIC Video Wall. If a band is playing, you'll be able to see them. If one of our special events is on, you'll be able to watch the action wherever you are. So you don't need to worry about missing out on anything.

WHO'S COMING?

Every major software house - that's who! They'll all be showing off their forthcoming Xmas releases with playable demos for your inspection. So who, exactly, is exhibiting? Take a look:

EMAP / US GOLD / OCEAN / FUTURE PUBLISHING / CTW / COMMODORE / DOMARK / SOFTWARE BUSINESS / MIRRORSOFT / ACTIVISION / GREMLIN / PSYGNOSIS / MICROPROSE / NINTENDO / CHEETAH / HEWSON / SNK / SIERRA ON LINE / DATE IMAGE SYSTEMS / ACTIVE SALES / DYNAMIC / ACCOLADE / A+S / VIRGIN / SEGA / ELECTRONIC ARTS / PROTON SOFTWARE / AUDIOGENIC / WORLDWIDE / SIREN SOFTWARE / ZEPPELIN GAMES / NADI SYSTEMS / GTI / RC SIMULATIONS / ADVENTURE SOFT / POWER PLAY / KADOR / COMPUTER MANUALS / NAKI / PRISM / VIDEK / TURBOSOFT / DOWLING COMPUTERS / MPH COMPUTERS / CDS SOFTWARE / SONMAX



st Show On Earth!

GET IN CHEAP!

Yus! No word of a lie! Just turn the page and you'll find our special DISCOUNT ENTRANCE VOUCHER! Normal punters have to pay FIVE EARTH POUNDS to get into the show but not you, my beauties. So long as you bring your coupon along to the door, you can get in for £4 instead! Hah!

Photocopies are not permitted and if you forget your coupon our "security" men will extract the full fee from you. No excuses!

MEET THE CREW

Addled by the heat and dripping with sex appeal, the whole team (because we are a team, you see) will be holding a massive love-in on the stand.

JIM DOUGLAS: Will look very flustered.

GARTH SUMPTER: Will be taking pictures of YOU 'ORRIBLE LOT for publication at a later date.

CHRIS JENKINS: Will be eating everyone else's doughnuts.

OSMOND BROWNE: Will be playing the free coin-ops.

EMMA WARD: Will be wearing the latest Gaultier fashions, and selling you mags and T-shirts.

ALAN DYKES: Will be in our Boxing Ring - £5 for anyone who can go two rounds with Big Al.

JIM OWENS: Will be sick in the bar.

And there will be a load of other gits lounging around making the place look untidy.



WHAT ELSE?

Okay, so you've read about what SU's up to, but don't forget, we've got FOUR corking sister magazines, and they'll all be running their own special events on the EMAP Images stand!

CU AMIGA

The World's top Amiga games title will be running its DEMOS competition during the show, offering a display of some of the slickest, most gobsmacking computer graphics you've ever seen. Check it ouuuut!



ACE

Our Gaming Tech mag shows you tomorrow's world TODAY! Their Living Room of the Future gives you a glimpse of how we'll be relaxing not long from now. With the help of electronics wizard Philips, the ACE team have put together an awesome leisure experience.



THE ONE

The One for 16bit games delves deeper into the mysterious world of game design than ever before. Bullfrog Developments, the team behind Flood and Populous will be programming, planning and maybe giving away some coding secrets LIVE ON STAGE! Here's your chance to really see some work in progress.



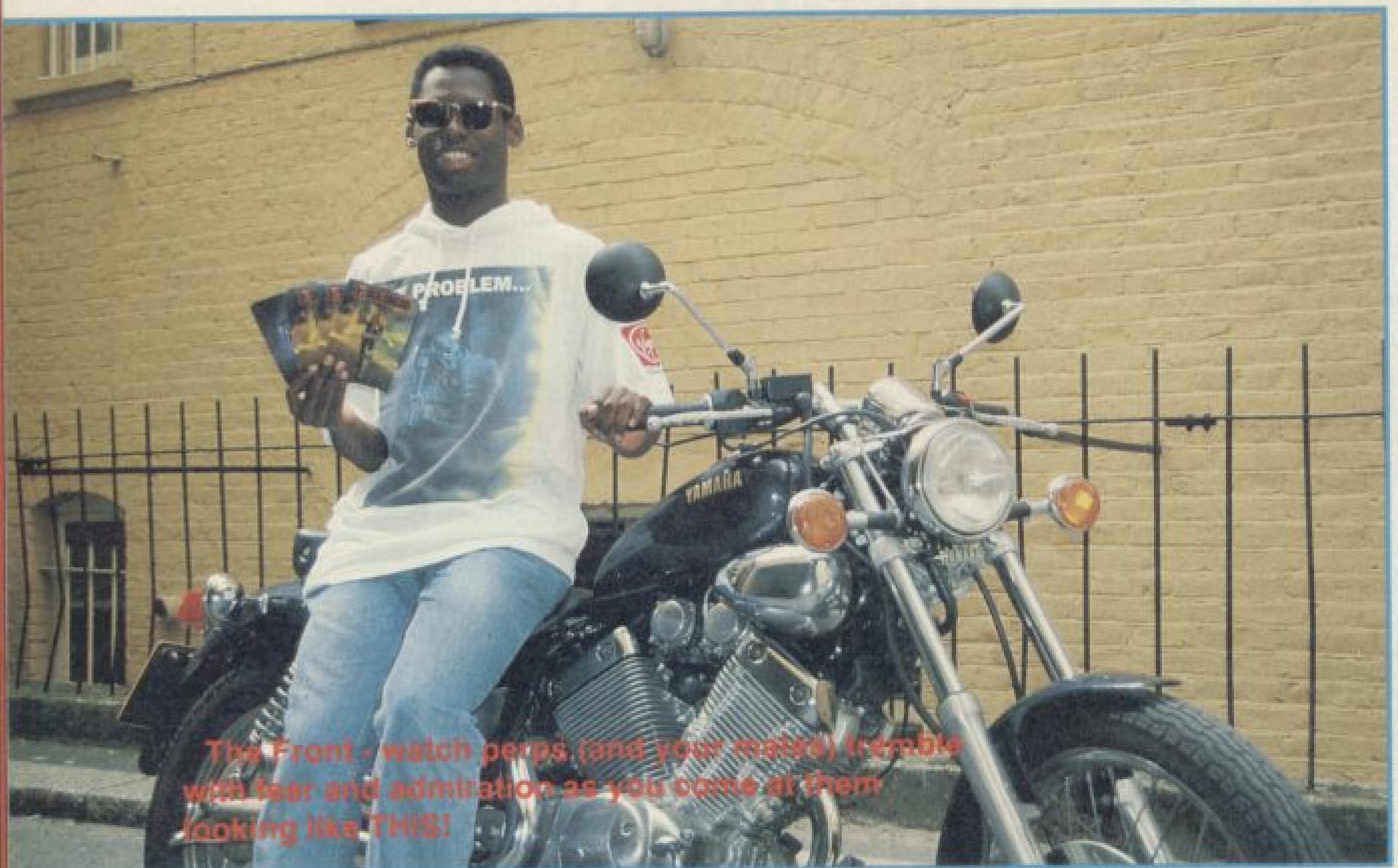
C+VG

Britain's top selling computer games title is staging an International Computer Games Championship on the US Gold stand. Our brave Tommies in the Anglo camp have been practising for, ooh, days and they're ready to take anything the teams from Italy, Germany, Japan, France, Spain and the USA can throw at them.





Hi TEC SOFTWARE
PRESENTS
A Series of Games Based on Famous
Hanna-Barbera
Cartoon Characters
HONG KONG PHOOEY
YOGI'S GREAT ESCAPE
RUFF and REDDY
Hi TEC Software
"ATOM ANT"
AMSTRAD • SPECTRUM • ATARI • CBM 64 •
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COMING SOON
AMIGA – ATARI ST (PRICE T.B.A.)
HI-TEC SOFTWARE LIMITED. 4-5 BARMOUTH COURT. BARMOUTH ROAD.
SHEFFIELD S7 2DH TELEPHONE: 0742-587555 FAX: 0742-580547



The Front - watch perps (and your mates) tremble with fear and admiration as you come at them looking like THIS!



The Back - and hit 'em while they're down with a the devastating back-print. Aooow!

BE THE LAW

It's not easy upholding the law in MegaCity One. Take it from the man who knows; Judge Browne.

Browne has been crusing the streets on his Lawmaster since the days of Judge Cal. He knows that around every corner, lurking in every shadow, and hiding withing each and every one of us, there's a possible futsie just waiting to leap out.

Possibly the most impressive deterrent against futuristic crime is the dress code employed by the Mega City One Judges. They know that if you're going to stay sharp enough to fight crime, you've got to look sharp too.

Here's your chance to scoop everything you see on this page* in our astounding Judge Dredd Compo.

So read the questions, write the answers and send your entry to: Dredd T-shirt? Yes Please! Sinclair User, 14 Holkham Road, Orton, Peterborough, P62 OUF. Compo closes 30th Sept 90.

WIN THIS COMPLETE DREDD OUTFIT THANKS TO THE UPRIGHT AT CITIZENS VIRGIN

THE PRIZES:

1st Prize (1 only): A Dredd T-shirt, A set of collector's Postcards, copy of Judge Dredd game from Virgin. A set of JD books and mags.

2nd Prize (10): T-Shirt, Game, Cards

3rd Prize (20) Game.

THE QUESTIONS:

1) What is Judge Dredd's first name?

2) What is Judge Browne's first name?

3) What is Judge Dredd's brother's name?

4) Who played the Man with No Name?

Name: __________

Address: __________

____

Answers:

1: __________

2: __________

3: __________

THE RULES:

Compo not open to EMAP or Virgin Mastertronic employees, or population of Mega City One. Big Ed's decision is final. No correspondence will be entered into. While every care is taken, no responsibility can be taken for entries lost or damaged in the post.

* Apart from the sunglasses, the jeans, the motorbike (which is sexy Jim's in fact), the shoes and the buildings. (and the fence). Just the T shirt and the cards, in fact.

OPENS: WIZARD'S HUT

KEY 2
LOCATION: WIZARD'S HUT. OPENS: THE STABLES To find it stand on top of the table and look down the back.

KEY 3
LOCATION: STABLES

OPENS: HIGH LEDGE You must crawl underneath the wooden horse to find it.

KEY 4
LOCATION: HOT BATHS

OPENS: SPIRIT'S ABODE A little awkward to find, you must fall down the hole in the bath after draining it by pulling level. Now, stand on the highest step and look up. When you see a little hole, action it.

KEY 5
LOCATION: BOTTOM OF WIZARD'S HUT OPENS: KING'S SOLAR Action the Rug and fall down the hole. At the bottom there is a little hole. Action this to find the key.

KEY 6
LOCATION: CHAPEL ROOF

OPENS: JUNK ROOM Catapult off the drawbridge by standing on it then closing it with a rock. You'll land on the Chapel Roof and then search the hole that you find there.

KEY 7
LOCATION: INSIDE CHAPEL

OPENS: DRAGON'S LAIR Fall down hole to Catacombs and search the box.

KEY 8
LOCATION: BOULDER

OPENS: TREASURE CHEST You must shift the rock by running at it when you have full(ish) strength and then fall down into the cavern. Search the cavern to find it.

KEY 9
LOCATION: LOBBY

OPENS: STAIRWELL You'll find it on the table

KEY 10
LOCATION: BELOW WELL

OPENS: GUARD ROOM Fall down the well and search your landing site.

TREASURE LOCATIONS
11 pieces inside the chest in the DRAGON'S HOARD.

One piece under the table in the SMITH

One piece on the shelf in the JUNK ROOM

One piece in the chest in CATACOMBS

GENERAL TIPS (ADVANCED)

When low on energy, replenish energy by going to stores and actioning bottle. Don't shoot it!

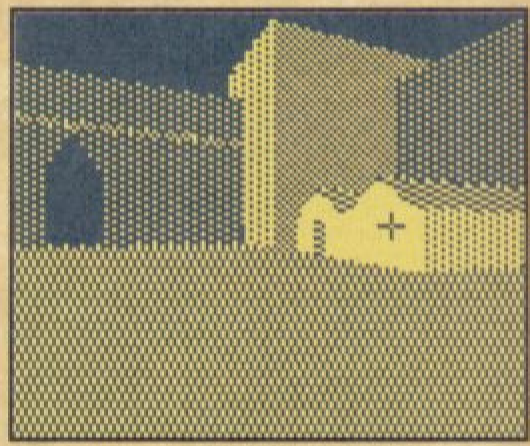
Before entering SPIRIT'S ABODE make sure you have a lot of energy. There are three spirits harbouring here.

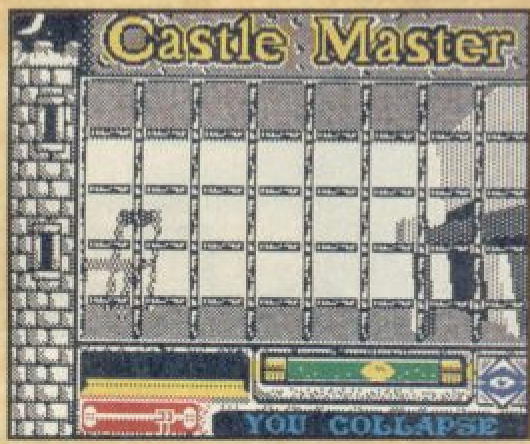
For a higher score collect all the treasure.

Be careful on the stairwell.

The path to the DRAGON'S LAIR is too narrow to pass until you have collected all the keys, treasure and killed 20 spirits when the path widens so that you can crawl across it.

To kill the DRAGON just keep shooting him in the eye.

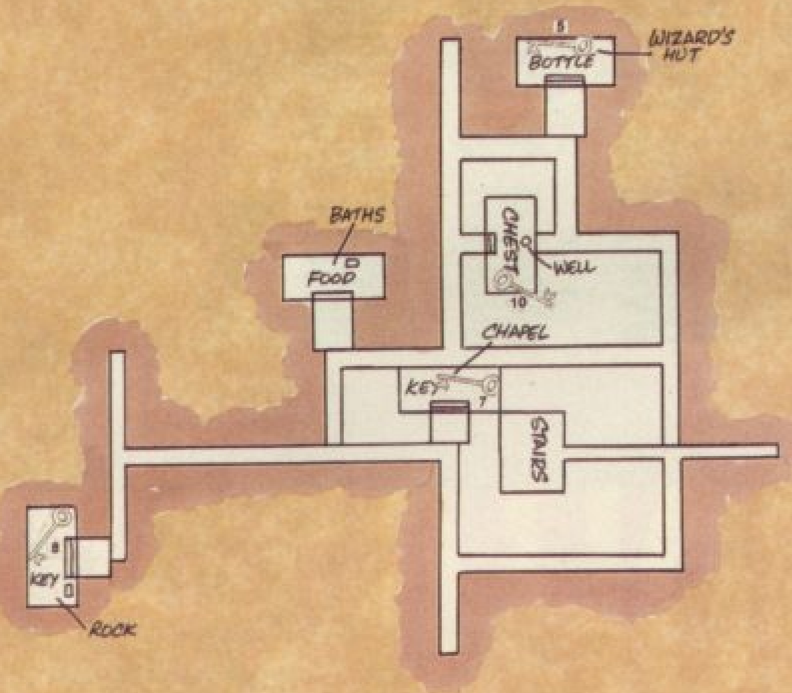




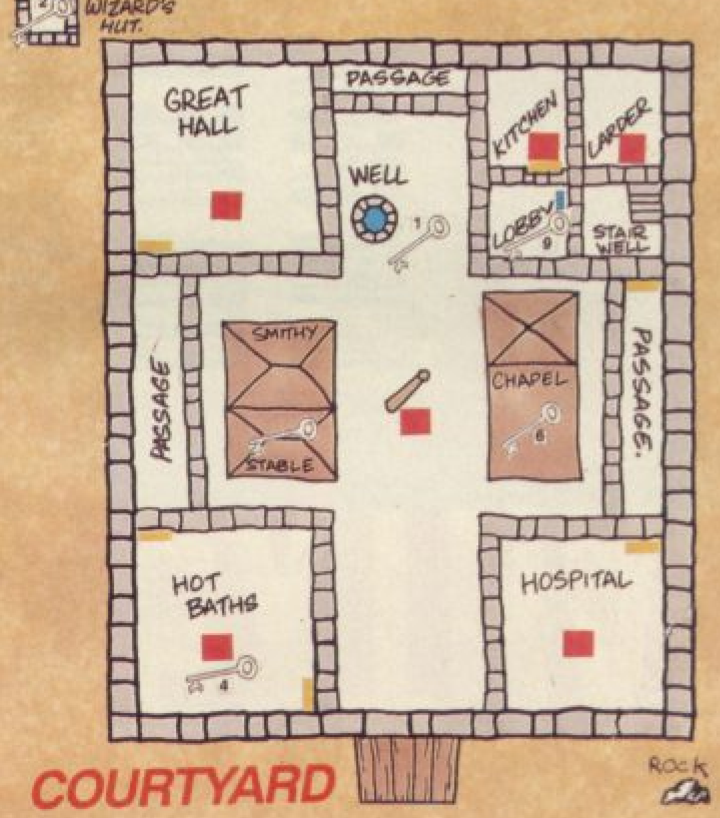
SOLUTIONS EXTRA!

In this SPECIAL EXTRA FREE Book, there's a further 4 levels of Crack Down and the ENTIRE solution of Castle Master. Hot stuff!

CASTLE MASTER



CATACOMBS



COURTYARD



CASTLE MASTER SOLUTION

Enter castle, get KEY 1 from top of WELL and go to WIZARD'S HUT. Get food and KEY 2. Go to STABLES and get KEY 3; go to Smithy. Get food and treasure. Go to LOBBY and get KEY 9 and use it to unlock STAIRWELL. Now, go to the KITCHEN, kill the spirit and get the food. Go to the GREAT HALL, kill spirit, get food and go to the HOT BATHS and kill the spirit, drain the pool, fall into the cavern and get KEY 4.

Now, exit the CATACOMBS and get food. Go outside the castle and move the ROCK. Fall into the cavern and kill the spirit and get KEY 8. Exit CATACOMBS.

Go to the drawbridge and catapult yourself off (by standing on it and closing it) onto the CHAPEL ROOF. Get KEY and fall off roof. Enter CHAPEL and fall into CAVERN. Kill spirit, get KEY 7 and exit CATAÇOMBS.

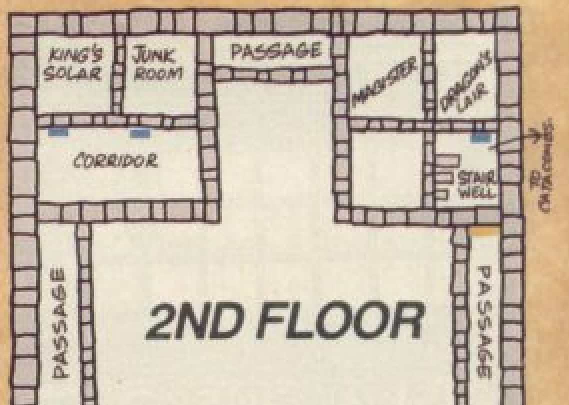
Now, go to WELL, and fall down it. Kill the spirit and get KEY 10 along with the treasure. Now exit CATACOMBS again.

Go to the LIBRARY, action books on the shelf until the secret door opens to the DRAGON'S HORDE. Unlock the chest and collect the treasure.

Go to CARPENTER'S room. Kill spirit, get food, go through to the store. Action bottle until strength is max. Go to GUARD ROOM killing spirit in BALLROOM on the way. Go upstairs to BARRACKS and kill spirit. Open HIGH LEDGE door and go to the JUNK ROOM and get treasure from shelf. Kill spirit and go to the COURTYARD. Shoot the flag and kill the spirit that you dislodge. Go to the DRAGON'S LAIR now and kill the dragon.

Did you survive the dragon? Well, if you did, go to the MAGISTAR'S and shoot two boxes and the padlock. Once the door opens, that's it! (Well that's it for the Prince version of the game anyway!)

You've already had hints, tips and maps for Castle Master in the JULY issue of SU (yes that's right, before any other mags could hack their way through it) and so by way of a special treatiet, here's the complete solution to the game along with maps, key locations and even a full list of where all the spooks are and what form they're currently taking. Who says we don't take care of you? Nobody would dare.....would they!



KEY LOCATIONS

KEY 1
LOCATION: TOP OF WELL

CONNECT!

INSIDE THIS MONTH:
The SU Crew Ride Again! Adventure, Letters, Penpals, The Write Stuff and a chance to get YOUR comic strip into print!

MAKE US LAUGH!

Alright! Alright! So you think it's easy being funny do you? Well, listen here, DARLING, it damned well isn't. It's like bearing your very soul every month in the hope of a mirthsome response. A million times you have it cruelly thrown back in your face, only left alone to sob in your dressing room. It's... (That's enough of that - Ed).

Anyway, if you think you're a bit of a gag-peddler, this little contest should be right up your street. As you may be able to tell (unless you're a twonk) we have here 12 pictures of glamorous locations in the Farringdon area.

They are in fact pictures of an absolutely hilarious PHOTO STORY featuring the SU CREW. BUT! Mr Johnnies Chemist (Open 24 hours a day, eight days a week) had a bit of an "accident" while developing the pics and mysteriously all the main characters in every shot DISAPPEARED!

So, here's the deal. You draw in the characters, fill in the speech bubbles and concoct the funniest strip in the history of smiling.

We've given you a set of character outlines and speech bubbles, so all you have to do is cut them out, and stick them wherever you want. You can use as many characters and speech bubbles as you want.

We'll print the best entry, and there may even be a prize too.

Unprintable entries, no matter how funny, won't win.

Send your masterpiece to PRIVATE EYE or Sinclair User, Priory Ct, 30-32 Farringdon Lane, London EC1R 3AU.



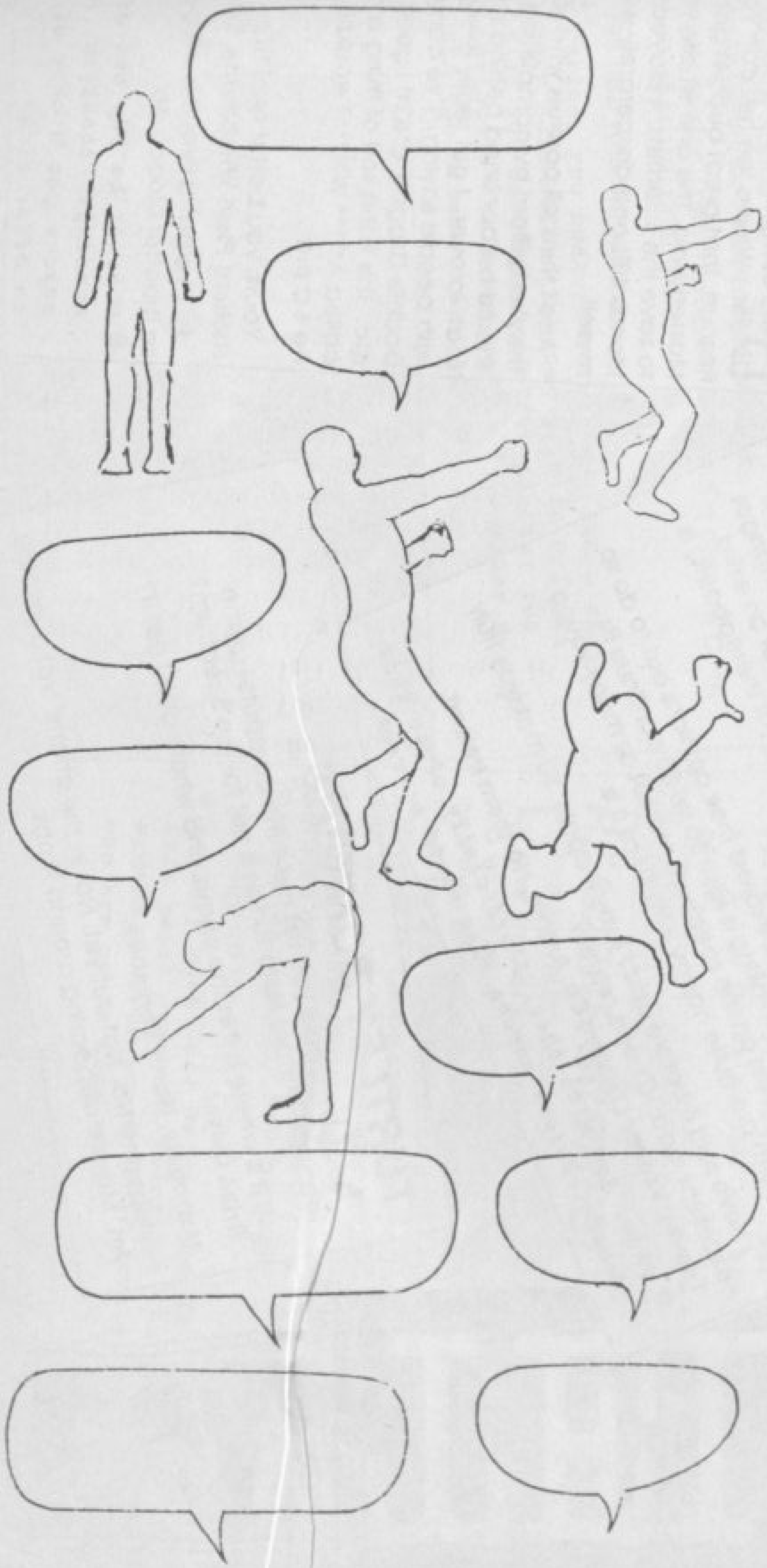


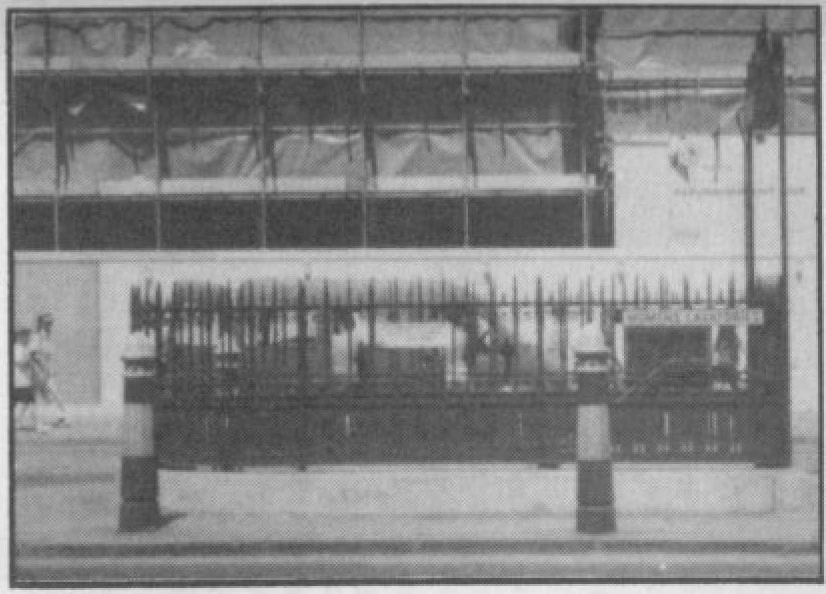








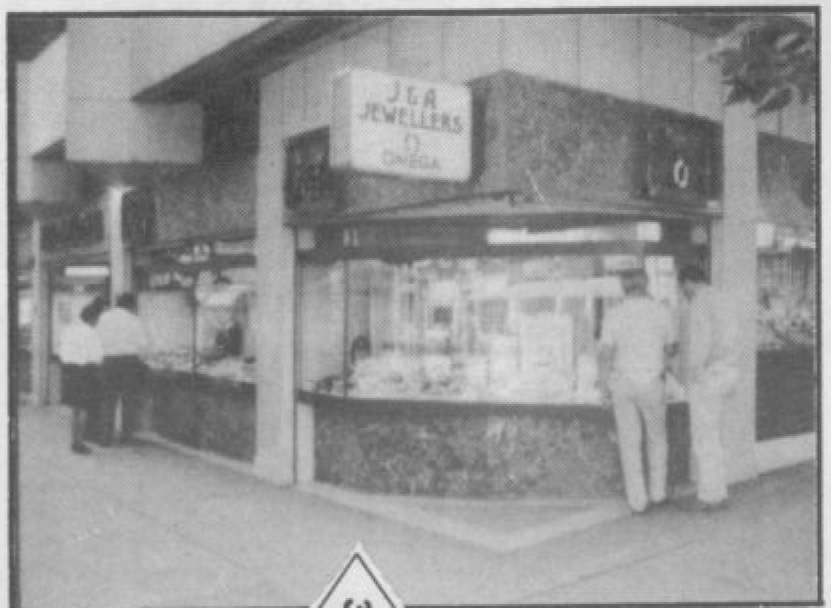







HAYES CATERING


BOMBER


J & A
JEWELLERS
OMEGA



TELL IT TO JIM

OOOH! IT MAKES ME MAD!

Dear Jim I feel I must write to complain again about readers who write into SU with the intent of complaining, to the point that their letter becomes completely biased and unbalanced.

I am (of course) referring to Geoff Bennett and William Easson of issue 101 (July 1990) who, again brought up the point that they think SU's standards have dropped dramatically.

It all started way back in issue 96 (March 1990) where Simon Maclean wrote to offer some, so called "constructive criticism" of SU. His letter was totally out of order, which I then proved in the May issue.

But it looks like I am going to have to reinforce my points yet again! Geoff Bennett's letter was absolute crap! He complained that reviewers were changing every month: not so! Jim, Chris and Garth have been going strong for four or five months now. And just what do you mean Geoff, by the declining number of reviews? Take this issue, then, (101) I count nineteen reviews - now that isn't a "declining number" is it? And I count quite a few big releases still - maybe four or five each issue, with the likes of 'Italy 1990' (US Gold) and 'Adidas Championship Football (Ocean) being a big release. And how dare Geoff say that the letters page is a problem! Jim, how can you stand it?! The only problem I can see is the crap that he's written.

William Eassons contribution wasn't half as bad as Geoffs, as he had good intentions but he just didn't consider the consequences. William complained that SU were neglecting a large market for people who are interested in the more technical aspects. Okay, this may be true but think about it. Say approximately 70,000 buy SU each month. If you aim to include an extra twenty pages with more technical' features, you should aim to increase your readership to 85,000 - 90,000. But this wouldn't happen. Okay, you'd get a slight increase; maybe 2,000 at the most. This doesn't make grateful people happy for maybe two or three months but after that, the magazine would fall into arrears due to the extra paper, printing , publishing, research and employment costs. SU does a great job as it is; it never was set up to satisfy the technical buffs and people like it as it is now, with all its original humour and zest. So people who want SU to change its style, THINK AGAIN. In the long term, considering all the alternatives, most of the readers would become dissatisfied. Changes should happen gradually. It's alright to ask for an extra page on a particular topic but twenty (or thereabouts) is absolutely ridiculous!

Everyone is entitled to express their opinions but to do so without basically thinking is silly. So let SU continue its original success on the spectrum market as many young (and old) are quite happy with SU as it is.

I have said it before and I'll say it again, SU makes a truly excellent read. Cheers mateys.

Tommy Vanner Lisburn, Co. Antrim, Northern Ireland.

● *Phew. And with that, I officially close this' debate. Unless anyone else wants a crack...*

TURTLEY BONKERS

Dear Jim Could you tell me if the computer game Teenage Mutant Hero Turtles is out for the Spectrum?

If it is where is it in the charts and where can I get it?

Brian Dwyer

Harrogate, North Yorkshire.

Heavens. No. Not out yet. Not in the charts. Not available yet. Maybe appearing around Xmas.

IN SEARCH OF RESCUE

Dear Jim (Kamikaze was better than you) Where the hell can you get Rescue, that great budget game from Mastertronic. The one where you have to save the scientists. I played it on my friends 48K and desperately want it for myself.

Also I think all poseurs who reckon they're brilliant by completing I game should be banished behind a dirty bo[...] seat, forever. I get really p***ed off with people saying, "I've completed Double Dragon, are'nt I good, etc, etc. This is the sort of thing a person called A***** W****** would do and he's a prat.

Yours, you better print this.

Richard Field Wimbourne, Dorset

PS I've bet a fiver this will get printe[...] so it better bloody do.

● *That'll be 50p out of your winnings, thankyou. Has anyone got a copy of Rescu[...] to offer Rick?*



SIX YEAR ITCH

Dear Jim I've had Manic Miner for 6 years now and I've lost the poke that I got from a mag. At school everybody is going mad about Manic Miner as it is our only school game for the spectrum. My friends know I have Manic Miner and they want me to show them all the levels. Well I found that quite impossible then I thought of the poke where you have infinite lives and you can go to which ever level you want, I think it's called boot. Please can you help me as each day gets worse with the nagging friends. Please publish the poke if you know it pleasssel!!

Matthew Revill Sheffield, S Yorks

● *Well, let me take a look in my big file. A, F, ... M... Ma... Man.. Hang on? SIX YEARS?! Now you're asking. Try this (with your multiface) POKE 36106,0*

THE SPANIARDS ARE COMING!

Hi Jim (I don't like using "Dear Jim") I read your review of Dinamic's A.M.C. on issue 100, and you said (notes it was not a game for novices.

How, how, how (I laughed)

Don't you know spanish programmes do an easier version of the game because of "your" English Market?

Are our games so difficult or are you too silly? (not good enough, I mean)

If you said Dinamic's are difficut, play Freddy Hardest and then play one of Opera's game (Muton Zone, Sol Negro)

Whic is more difficult?

You will see the difference.

Oh, you boy: do you like "After the War"?

Yes? Oh. good guy.

Godbuy from a friend in Spain:

Carlos Garcia De Paredes Madrid, Spain.

PS If you don't print this letter, I will send a copy to Cr**h and I will kill you after that.

PPS I like your Megatape.

● *Carlos, you bonkers foreigner! AMC - She is very hard-nails! We good guys in Britain find you hard Spaniards too fierce! You obviously too tough for us - remember Drake and the Armada - how how how!*

SU IN NO BID FOR MGT SHOCK!

Dear Jim I am writing to tell you how sad I was to hear that MGT had gone into receivership from the 11th of June.

As a result of this I fear that the SAM Coupe will not succeed.

After all the publicity and interest shown by all magazines in the new SAM, it is a shame that as far as I know that you are not doing anything to rally support for the ailing company.

If a buyer is not found soon for the SAM or for the company, then this Atari ST beating super computer will surely bite the dust.

I think that it would be good publicity for Sinclair User, Crash and Your Sinclair to unite for once and put up a bid for the company, if not for the SAM.

I am one of the thousands of SAM Coupe owners and feel that I have been ripped off as I have spent about £300 on upgrading my SAM Coupe and to think about all that money going to waste just makes me feel angry, as I am sure that other SAM users will feel the same way.

So I would be interested to hear what your readers think and it would give MGT some heart if they knew that they had the support from their customers.

I would also like to leap to the defence of SAM after the letter which was published in the July issue of SU, from Martin Giles.

I personally disagree with this outburst that the ST is better than the SAM. For example who wants to pay nearly £24 for a game when they could get the same standard of graphics and better sound on the SAM.

If he feels that MGT are silly to think that people will part with their money when there is a better alternative to SAM, then he should just ask any of the thousands of Coupe owners and frankly the SAM knocks the socks off the ST any day.

Lee Smith Aberdeen, Scotland

● *While it is indeed sad that MGT went to the wall, we're in the business of magazine publishing, not company rescuing. Our support for the Coupe was in continual colour editorial coverage, offers and reviews. We'll continue to carry news of the Coupe's progress, and cover any games released for it, but the fate of the machine is in the hands of MGT and the receivers alone.*

READERS SCORES!

Dear Jim I read your magazine every month and am sick and tired of some readers when they write in and say in a wimpy letter "this is what my fax box would look like" and they proceed to write down every score as 99.99%. These people couldn't, even if they tried, write reviews for C**h and Y*. I hope some other readers agree with me. Also when I read the reviews in your magazine I feel that I trust your reviews and can go out and safely buy good software without being ripped off.

Colin Farren, Netherton, Peterborough

PS Keep up the good work!

● *Ta very much Col! We've tried to illustrate this point over the years but the public DEMAND to over-score their fave games - and who are we to stop them?*

SELL IT THROUGH JIM

PEN PALS

Dreadful, isn't it? Lots of your friends have deserted the Spectrum in favour of different, (foreign) machines. Daft. We all know which machine has the biggest catalogue of software releases; blasters, adventures, strategy games, wargames, puzzles. The Spectrum. And with the right games (and the right mag) it simply offers more fun than any other machine.

So here's your chance to hook up with nearly 200,000 people just like yourselves; addicted to their Spec and proud of it!

If you're stuck on an adventure, want to know where Spectrum clubs are holding meetings, fancy competing with the best gamesplayers, want to compare high scores or just want to be in contact with a squillion Spectrum gamesplayers, we've got the service for you.

It's called the *SINCLAIR USER CONTACTS PAGE* and it doesn't cost a blummin PENNY!

Simply write your message in the coupon at the bottom of this page, fill in your name and address and send it to us. We'll print your message in the next available issue and before you can say "No-one's replied to my Penpals ad." someone will have replied. So you shouldn't be so pessimistic, should you?

IMPORTANT!

Remember to keep your text less than 50 words and for goodness sake, write clearly or we'll end up printing the wrong thing. Please check with your parents that it's okay to use your full address in the magazine. Unfortunately we can't forward any mail so if you see a letter you'd like to reply to, send your response direct to them!

Dear SU, I'm not afraid to use the British Postal System on a regular basis, so please print my message and address.

Message ____________________

Name: ____________________

Address: ____________________





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PROHIBIITION

Dear SU Recently I bought a game under the name of PROHIBITION on the Players Software label. When I got home and started playing it I got a shock, it is absolutely brilliant. It is a bit like Untouchables but there is only one screen which you can scroll through to find some baddies to kill. At the bottom there is an arrow to tell you where the baddies are and a timer to tell you how much time you have until they notice you and start shooting. If you don't find them in time there is a 'hide' button which enables you to hide until thet forget about you and the timer goes back to top. The graphics are terrific and the fact that there's no sound makes little difference because the sound effects are O.K. What surprised me most was that the game only cost me £2.99. Here is my quick review:

Graphics	99%
Sound	80%
Lastability	90%
Playability	95%
OVERALL	95% (DEFINATELY A CLASSIC)

Colin Hewson Manby, Louth

BATMAN AND ROBIN

ZAP! KA-POW! BOFF! THUMP! CRASH! SOK! Oh hello there I never saw you. You see when I'm playing Batman and Robin I'm in a different world. "WHY" I here you ask, well it's so good, why don't I tell you about it. The graphics are amazing (and so is the playability) the sound is incredible. It starts off when Batman comes down his pole and has to select a doorway and carry out the task. You see the aim of all this is that the joker and riddler have captured Robin, So Batman has to collect his equipment in level 1 then in level 2 he has to collect bits of the Batcraft, then finally in level 3 kyou have to find Robin.

Verdict:

Playability 70 Graphics 81
Sound 75 Publisher Hit
Squad Lastability 90 OVERALL
89 In my book it's a Classic.

Ian M. Ross-Shire, Scotland

RENEGADE

Dear Garth I've only just started reading S.U. but I think it's fab. In answer to Graham Dawneys letter I have some tips for Renegade. Whichever boss you are against it is easier to beat then, by back-kicking them into a wall or over an edge, but I don't have any pokes though.

Keith Jones Cleethorpes, South Humberside

PS Why not put in a playable demo of Shadow Warriors.

PREDATOR

This game is the 2nd hardest game in history (the 1st is Yogi Bear) the graphics are good but just 1 bullet kills you. I can only last about 5 seconds there are loads of Keys like fire grenade for, fire grenade not for. And at £8.99 it is a rip off. I would give it:

Graphics	65%
Sound	40%
Lastability	20%
Playability	15%
OVERALL	45%

Don't buy this game!!!!!

Adrian Grint Alsager, Stoke-On-Trent.

● ***I'm sure Yogi would be pleased to learn that he's harder than the Predator.***

THE Write Stuff.

So, you think that Jim can't tell the difference between rad and raddish. Is Garth really as mad as everyone thinks or does he actually know what he's doing? Is Chris 'Mr Hateful' Jenkin's really fair with his marks? Tell the world what YOU think of the reviews and the reviewers. If your letter's published you'll get a designer SU badge and the best letter of the month will be awarded £20 of software chosen by Jimbo himself. Send you letters to: The Write Stuff, Sinclair User, Proiry Court, 30-32 Farringdon Lane, London EC1R 3AU.

CHASE HQ

Yo! Bods at SU. Giving 96% for Chase HQ you must be a nutter. The game is impossible, whenever you go round the bend you smash into something at the side and you don't have enough time to smash the criminals car in and how can a reliant robin go that fast. This is a totally rubish game this what you should have given it.

Graphics 65%
Sound 70%
Playability 20%
Lastability 25%
OVERALL 30%

● ***Passed your driving test yet, Mr Anonymous? And by the way, Osmond's Reliant Robin can go damned fast. Less friction on 3 wheels than one.***

CASTLE MASTER

Dear Garth I am writing to you to tell you, that I am the first person ever to complete, Domarks fabulous game, Castle Master. After days of adventuring I finally reached the end of the game, then I nearly puked up, when I saw the end message, "YOU DID IT" and I was given my final score of 8,185,000 (well 'ard). For such a brill game, this was a crap ending. Anyway here are my marks:

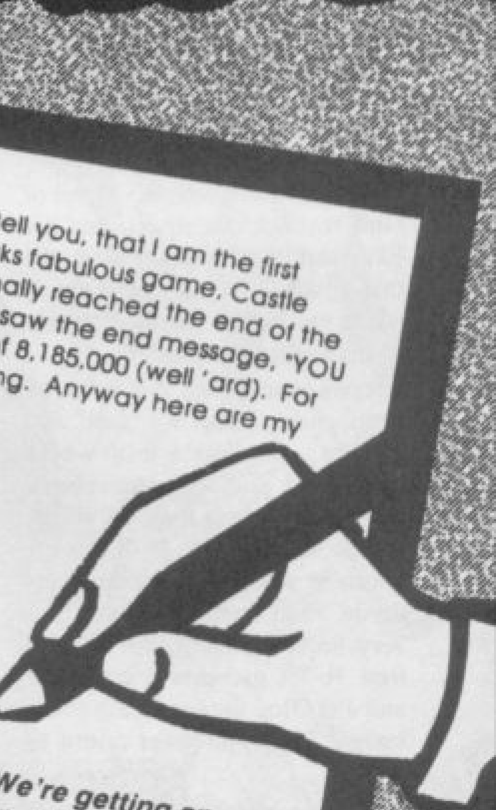
Graphics 85%
Sound 56%
Playability 89%
Lastability 96%

OVERALL 96%

SU is still the best mag.

Joseph Claro Macclesfield, Cheshire.

● ***EIGHT MILLION? EIGHT MIL-LI-ON?! We're getting an increasing number of readers less than chuffed with the End-game messages in recent releases. How do you feel about it? Write to: My End of Game Message Was Rubbish, Sinclair User, Priory Ct, 30-32 Farringdon Lane London EC1R 3AU and tell us!***



FANTASY WORLD DIZZY

Dear SU I do not tend to complain so I won't. the truth is I really enjoy to play Fantasy World Dizzy it is FAB, BRILL, and COOL.

I really like the graphics and the lastability I just want to play again and again and more after that.

Here are my ratings:

Graphics 87%
Sound 87%
Playability 97%
Lastability 96%

David Bostock West Wickham, Kent.

● ***The little wagon for confused bunnies is on its way to you.***

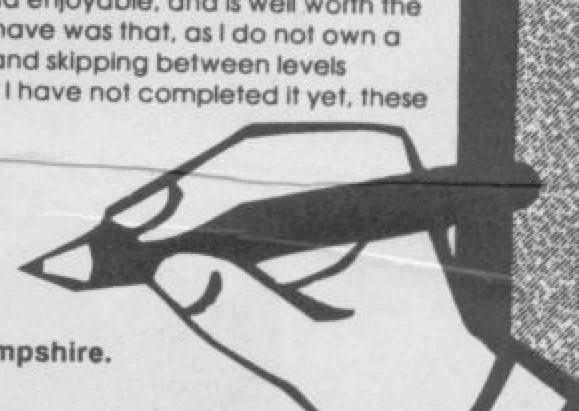
DAN DARE III

Dear SU My dad has been the worlds biggest Dan Dare fan since he was a child, so, just to get him to shup up, I ordered myself a copy of Dan Dare III. Since the only review of it I had read was in a certain magazine called Your Sinclair (I only ever bought one issue - honest!), I didn't really know what to expect.

I was amazed by the graphics on this game, and the sound was brilliant. This game is colourful, and enjoyable, and is well worth the 'Classic'. The only problem I did have was that, as I do not own a joystick, I found controls difficult, and skipping between levels practically impossable. Although I have not completed it yet, these are my marks:

Graphics 93
Sound 90
Playability 85
Lastability 95
OVERALL 92 + Classic

Robert Fuller Basingstoke, Hampshire.



Greetings, mortals. Summer dreams echo around the towers, the skies are blue and the birds are singing, and grown men who should know better are no longer kicking balls around and writhing about in apparent agony every time someone touches them (the player, that is!). the World Cup, in other words, has finished, and football no longer occupies the television set twenty three and a half hours a day (or so it seemed). A state of affairs that, I suspect, will not last for very long. But not to worry. No adventure game, as far as I know, has ever been written about the World Cup ... what am I saying?! No, stop it at once, don't write it ...!

Before Maradona: the Hand of God reaches our Spectrums (or Pavarotti: the Voice of God, for that matter) let us see what is going on in the world of Spectrums and adventures.

News reaches-me that sales of Scapeghost, Level 9's "last" adventure game for the 9-bit world that graces your computer, have been rather better than we might at first have hoped. Will this increase in sales see a change in attitude from messrs. Austin? I very much doubt it, but if their first 16-bit game is a complete and utter flop then you just never know. If they do ever return to the 8-bit scene, let us hope that they spend a little bit for time in checking the games before they actually release them.

The launch of the Hobbit, great though it was in its day, also saw the launch of a now sport: producing games with bugs in them. Not that games were bug-less (to coin a phrase) before that, but after Bilbo and his friends there seemed to be a now trend in releasing games with more bugs than the average ants' nest. i have recently seen a number of letters in which people are wondering whether or not various games are bug-infested, as they cannot complete them,. This could be the start of something big! When you cannot finish an adventure, instead of saying that you're stuck in it you could just put it all down to a bug in the game. This month's excuse is ... there's a bug in it.

Something which hopefully hasn't got bugs in it is The Axe Of Kolt, the newie from Larry Horsfield. Larry, as all should know, is the brains behind Magnetic Moon and Starship Quest, so if you enjoyed those two you will be pleased to know that standards seem not to be slipping. the plot is fairly simple. The legendary Axe of Kolt has gone missing, the King of the kingdom (as opposed to the Queen of the Queendom, presumably) is in prison in Castle Domriel, and the aforementioned kingdom has been invaded by hordes of rather nasty-sounding Xixon Lizardmen. All you have to do is recover the axe and give it to the King. Whereupon everything will be all right with the world again. The name of your character, incidentally, is Alaric Blackmoon, which starts off perilously close to being an anagram of Moon A Cilla Black, but fortunately it isn't quite.

The game is split up into four distinct parts, basically set around villages, a forest, some mines, and the end game, the latter of which involves a number of different scenarios. Like I say, if you're a fan of Larry's previous games then you should enjoy this one. The price is a mere £3.00, and the company and place to write to is FSF Adventures, 40 Harvey Gardens, Charlton, London SE7 8AJ.

As an added bonus, there is a £50 prize at stake, details of which are sent out with each purchase. Hidden away among the game are a number of names, and the money will go to some lucky soul who manages to find every single one of them. Or presumably the person who is the closest, if nobody achieves this feat.

So come on, chaps the chapnesses, support the Spectrum adventure industry. Spend three quid and earn the chance to win fifty, as well as arming yourself with a very good game in the process. You know it makes sense.

Another thing that might make sense is to buy a book. No, not just any old book. Not even Drarreg Ekim's Adventures On The Spectrum, because I'm sure you've already bought that. Oh all right, a quick plug then. £5.00 only, including post and packing (or £6.00 if you're outside the U.K.), available from Ekim at P.O. Box 7, Ramsey, Huntingdon, Cambridgeshire PE17 2UZ. Everything you ever wanted to know about adventure games, plus 43 complete solutions, all in one nifty paperback.

Enough of that, and on to the book that I was going to talk about in the first place. This one is called Computer Adventures - The Secret Art, and is written by Gil Williamson, a name that you might be familiar with as the author of a number of good adventure games.

Whereas Ekim's book covers the more theoretical side of adventures, Lig's sorry, Gil's, deals with the practical stuff of writing and publishing them. If you're at all interested in writing adventures, or just want to know how

CASTLE ADVENTURE:

(from where we left off) e, down, w, w, drop gunpowder, take flint, take steel, light fuse, drop shield, s, w, w, light lamp, down, w, unlock door, go door, take note, read note, drop note, exam cell, remove brick, take rope, e, e, up, drop key, lamp off, e, e, n, take shield, take shortsword, drop rope, light lamp, n, n, read scroll, pull scroll, n, down, n, w, w, kill lion, take battle axe (not Vera Duckworth), e, s, s, up, s, s, s, drop flint, drop sword, take rope, lamp off, w, w, up, take armour, wear armour, rub lamp, kill knight, exam flagpole, tie rope, take princess, down e, e, remove armour, take flint, s, drop battle axe, s, s, s ... quest complete, we'll start the end game and the search for the treasure next month.

ADVENTURE QUEST:

(from where we left off) d, d, score, d, score, d, get cloak, d, score, d, score, in score, d, d, d, d, w, drop cloak, w, s, drop egg, n, w, w, w, w, u (lenslock time!), drop lamp, get sun-stone, d, e, cut bridge, n, w, n, n, get brazier, get star-stone, d, drop brazier, get brazier, d, s, s, s, s, e, d, d, d, d, s (if a skeletal hand appears, just cut hand), s, drop brazier, e, e, s, s, s, w, w, in, s, u, throw star-stone, throw sunstone, get boots, d, n, out, e, e, n, n, n, e, e, e, get mist-stone, w, w, s, w, s, s, s, s, w, w, in, s, u, out, drop sword, get sun-stone, get starstone, s, s, u, u, drop star-stone, drop sunstone, d ... finished next month!

WITTS END

LUDOIDS:

LUDOIDS: Part 4: Aqua. Go to the store room, take and war the life jacket, and get the harpoon. If you fire a torpedo it will stick half way out of the firing tube. Emergency! Look Periscope and then Turn Periscope and then Turn Periscope West to locate the Ludoid city. You're going the wrong way! In the control room, Push Port Control to send the submarine in the right direction to ram the city. Now it's time to leave. Open the hatch and you will be sucked out into the water. Shoot the octopus with the harpoon. Wait until the city explodes, and then press your detonator. The end!

CROWN OF THE RAMHOTEP: In the burial chamber, blow the silver trumpet and a panel on the tomb will slide open. Enter the tomb and Awake Ramhotep. The mummy comes to life and will now follow you around. The air in the tomb is foul, so return to the vaulted chamber and open the door to the north (Ramhotep does this for you). Go, N, N, D to the bottom of the steps and give the silver rod to Ramhotep. He inserts it into the hole in the wall and a slab opens, letting in fresh air. Return to the room with Ramhotep's Earthly possessions and give him the scroll. As he takes it, it bursts into flame and he disintegrates into a pile of dust. Now you can take the crown and leave up the steps. There is no way back now, as the slab closes behind you. From the base of the pyramid, N, N, W, W, W brings you back to the oasis. Your battered car, with keys, is here, and to complete the game drive back north across the desert and take the crown to the curator at the museum.. This game, like Ramhotep, now bites the dust!



the things are produced, then this could very well be the book for you. It covers such topics as choosing a theme, software proection, use of graphics, creation of puzzles and characters, plotting the game through, and comprehensively deals with the many adventure-writing utilities that are on the market.

It's well written by somebody who obviously knows what they're talking about, and is published by Amazon Systems. It is also available from Adventure Probe, so if you want a copy then send £7.95 to Mandy Rodrigues at the usual address of 67 Lloyd Street, Llandudno, Gwynedd LL30 2YP.

Zenobi Software are always getting mentioned in these pages and that is because they release games faster than most people can solve them, in fact, so if you follow Zenobi to the ends of the Earth you will probably, by now have a huge collection of games that you've never finished. Well, now there's another one to add to your nightmares. The game is, appropriately enough I suppose, called Lightmare. Taking as its scenario somewhere that might have been prehistoric Earth in the grip of an ice-age, the game centres around a chap called Devorin. The fate of a settlement called Delvhorn depends on Devorin, for there is a terrible presence hanging above the settlement, a presence that can only be conquered by some brave hero (guess who) wresting the locket



of Lightmare from its grasp.

So all Devorin has to do is trundle off in search of the one true person who knows of the location of the locket and of the power that it contains. Easy, really, so help Devorin in his search by sending £2.49 to Zenobi Software at 26 Spotland Tops, Cutgate, Rochdale, Lancashire O112 7NX.

I seem to be out of space again. Bye!





FROM BEYOND THE REALMS OF REALITY, PAST THE LAND OF CRED, COME THREE FELLOWS UNENCUMBERED BY WIT. THEIR NAME?

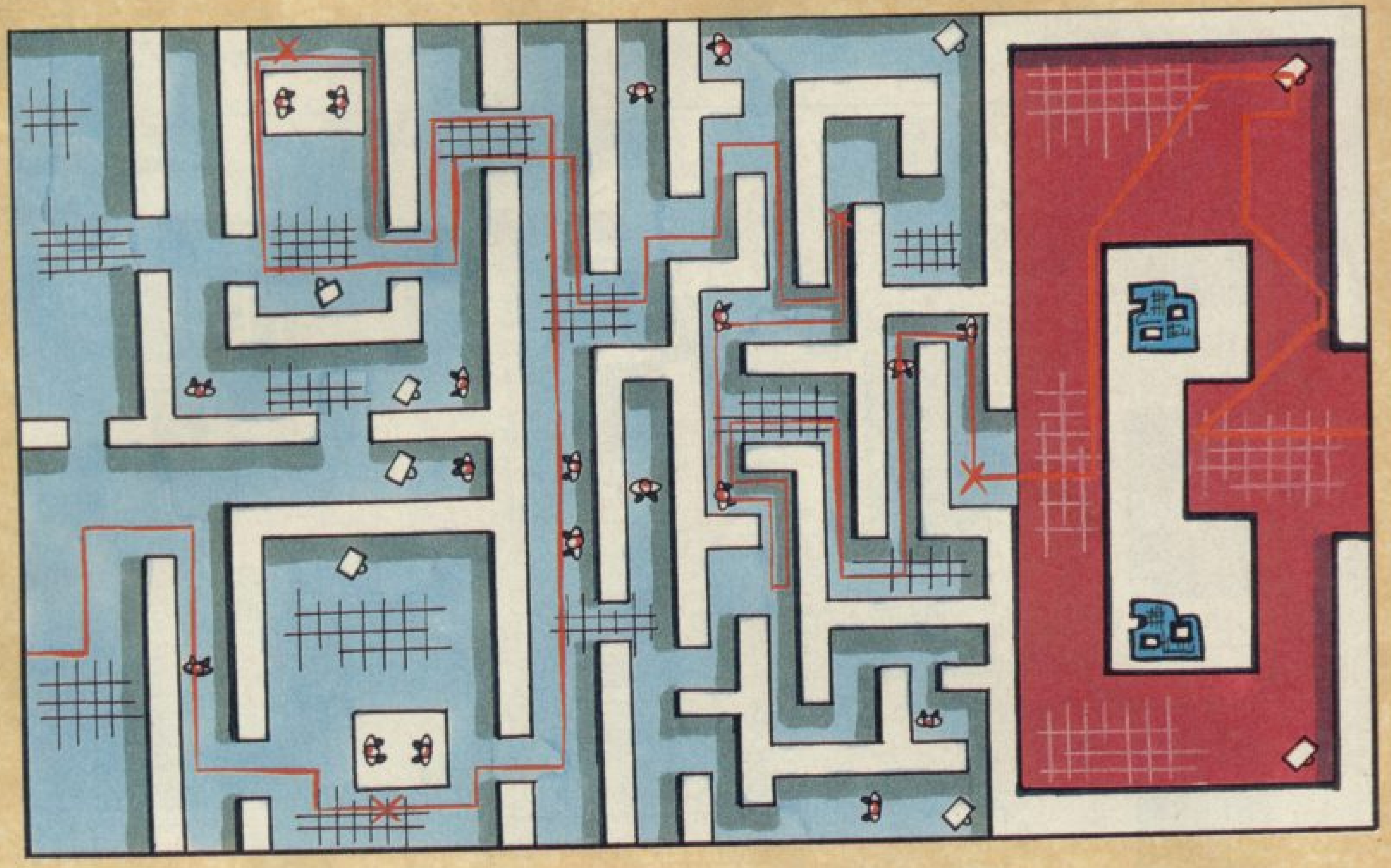


NEXT TIME: READ HOW THE CREW TOOK LEAGUE FOOTY BY STORM!

NEXT MONTH

The Sorceress has two.
The SU Crew has one.
You have two.
And so does The Write Stuff.

What, exactly are we on about? Work it out.



LEVEL EIGHT: THE COMPUTERS

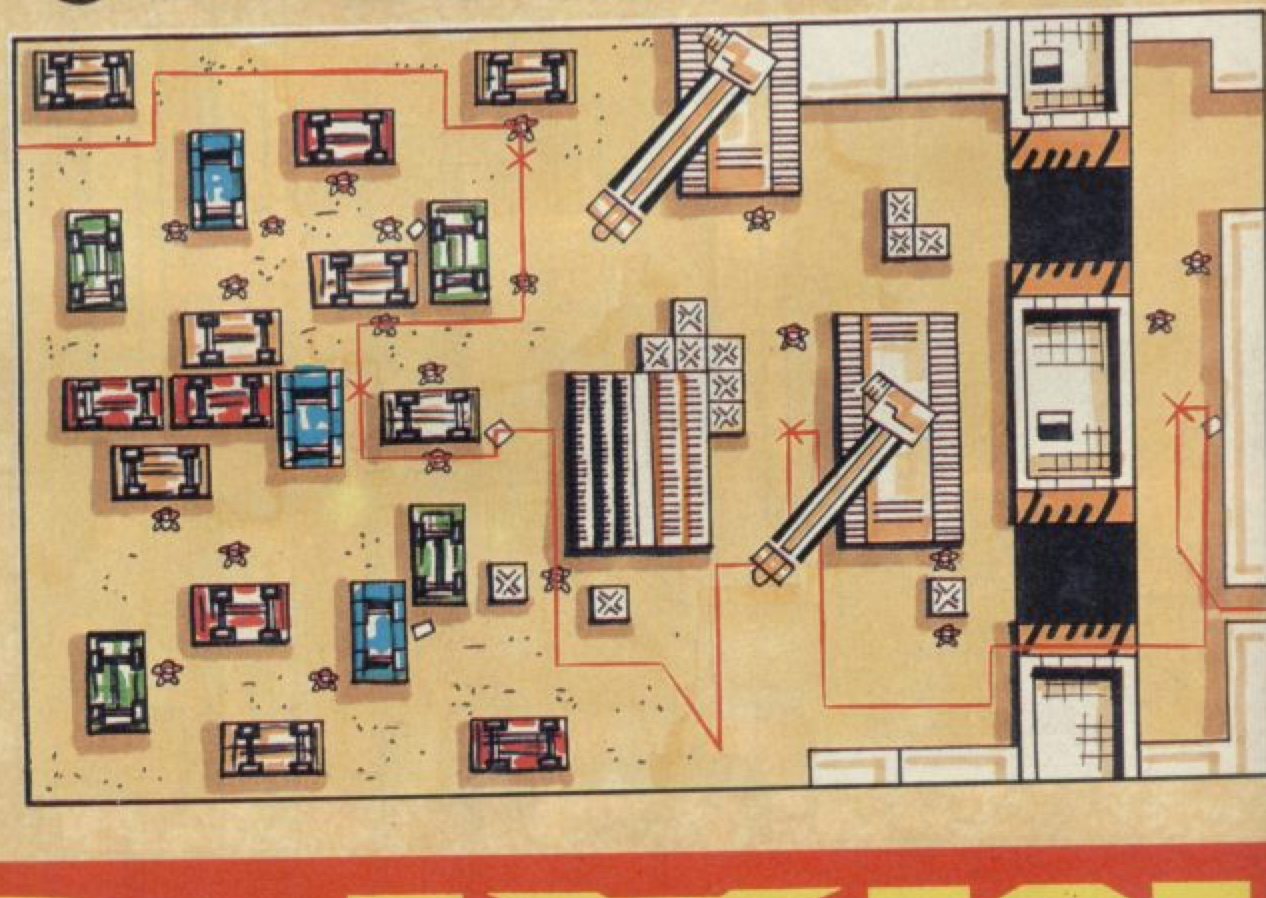
CRACKDOWN

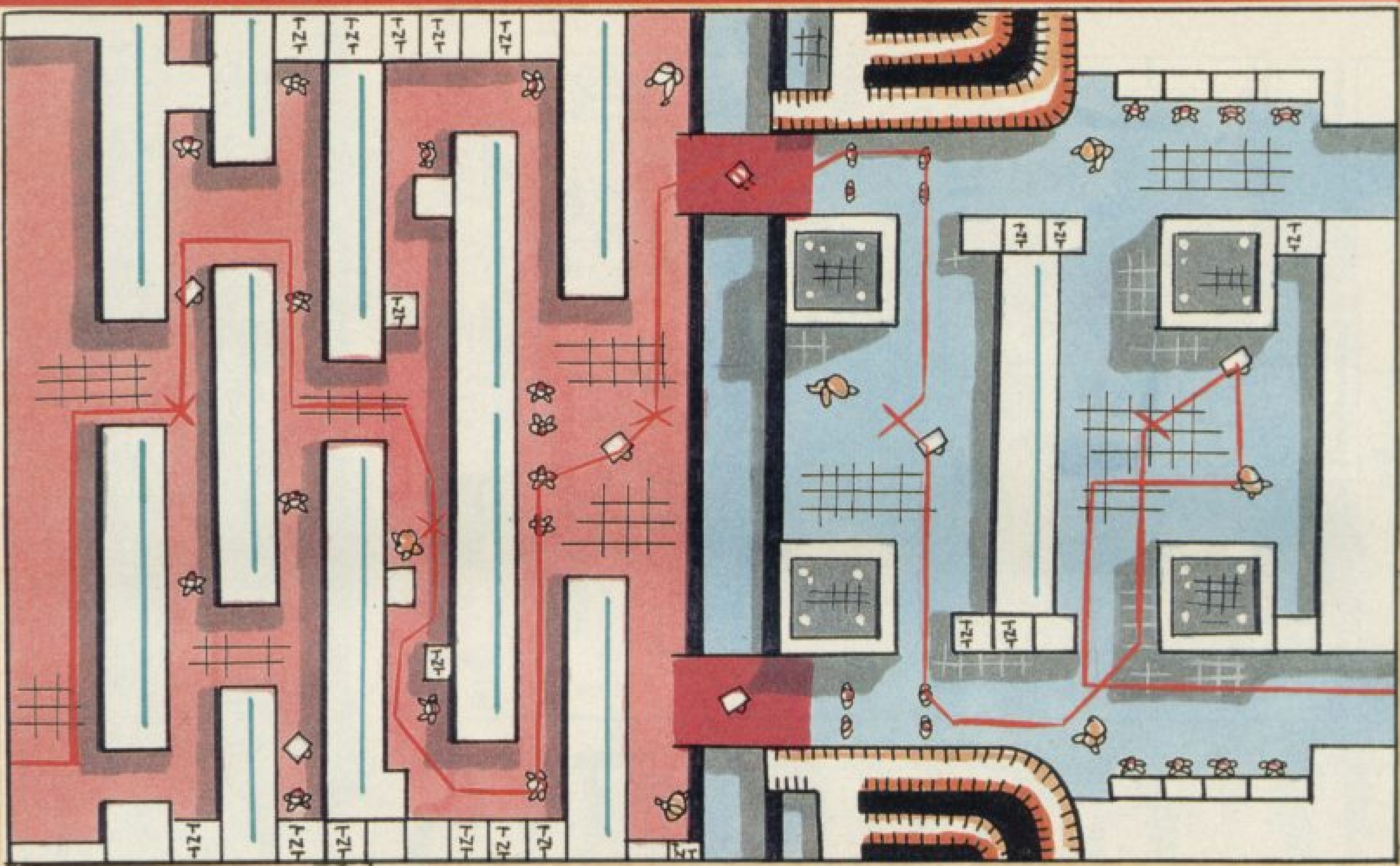
Welcome to a Solutions Extra.

Within these pages are a further four (count 'em) levels of Crackdown that you can just add on to the back of last month's booklet.

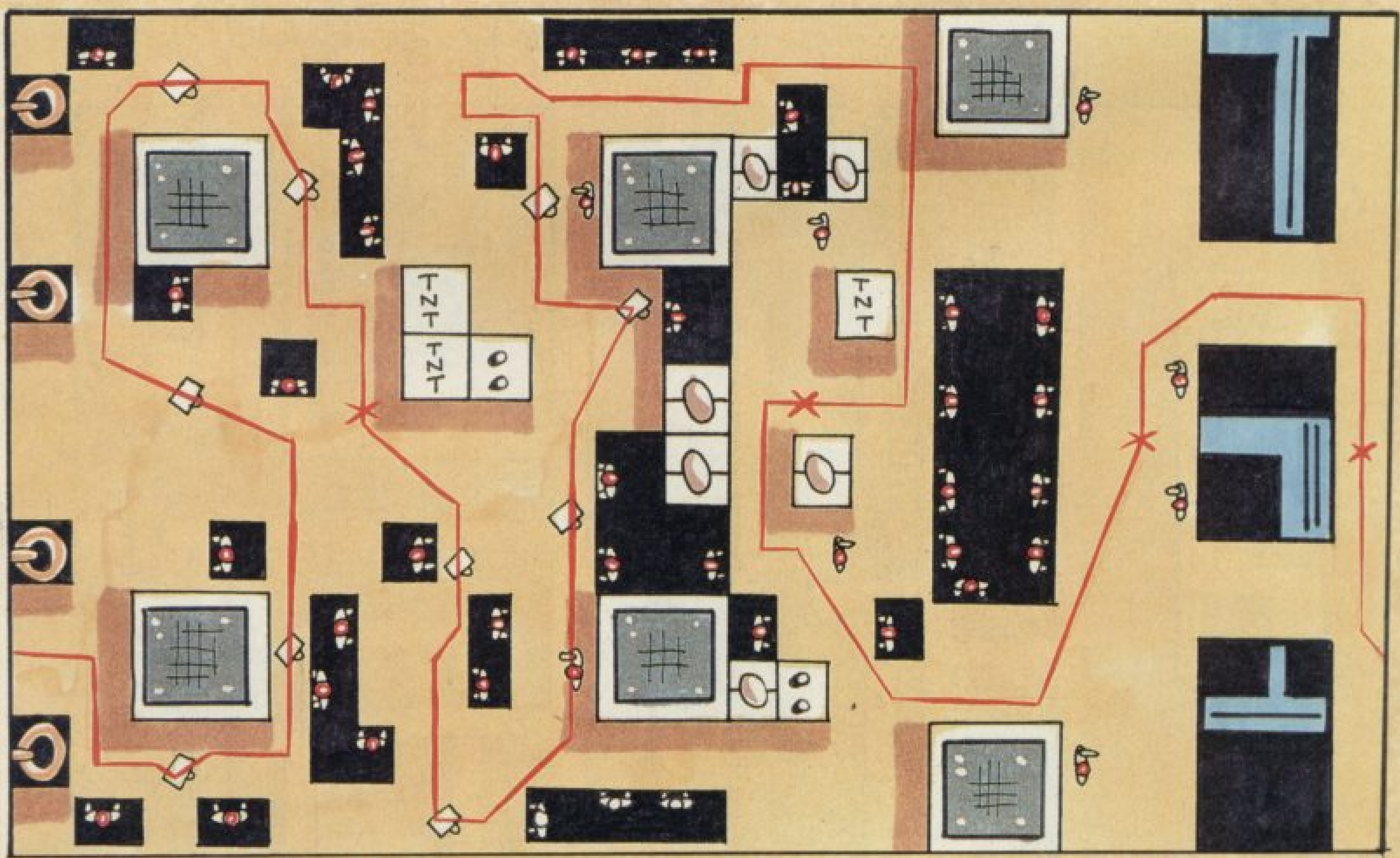
And not to waste any opportunities, we bring you the very latest in Solutions to your problems; there's also the complete Solution to the great Castle Master brought to you via the talents of Simon 'Hacker' Gould.

Don't forget to tune in next month for a whole 16 pages of Solutions where we'll solve yet another skill game and give you the final eight maps of Crackdown along with the most excellent Hacking Squad!



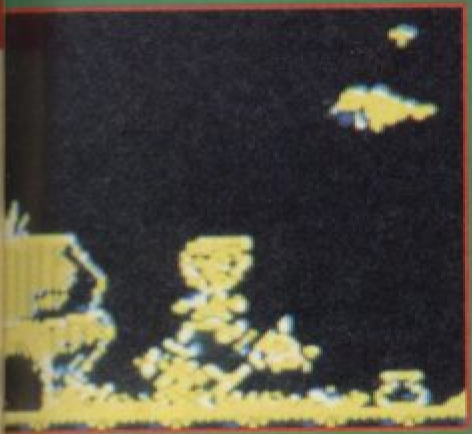


LEVEL SIX: JUNK YARD CONTROL



LEVEL SEVEN:THE ROOF

TWIN WORLD









Sacre Blu! Those peace-loving peeps, the Gaspards are having a real bad time since their protecting overlords the Carikens were slaughtered by the evil Maldur. The Gaspards were hard a-gasp until they heard that one member of Cariken family was still alive. If he can reunite the 23 pieces of an amulet scattered throughout the land, then once more a Cariken can return the land to peace.

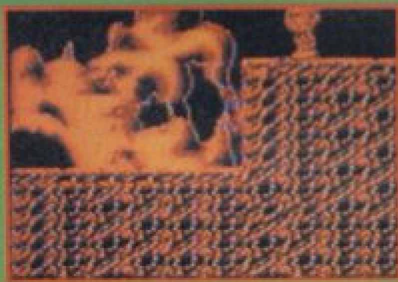
All sounds a bit convoluted - well that's because of the strange Frenchie idea of fun. The game? It's pretty good act-u-al-a-ment. (Hem!) The graphics although good cannot live up to the PR bumf that describes the game as having 'colourful graphics' as whilst the monochrome graphics are smooth and well detailed, they do still have only two colours with the explosion of colour happening off the actual game area.

The play takes you through 23 (count 'em) different levels, each of which holds diabolic creatures that the utterly, utterly wicked Maldur has left to bar your progress. However, you're not without a few of your own tricks up your sleeve. There are objects which you can collect as you go to build up your magical arsenal of three weapons, bonus bits like the springs of boinginess, the parachute of doom, extra lives and shields all of which are needed if you want to get past the boss monster on every forth level. There's even a shop - or rather a shopkeeper type who you can summon to you to replenish your supplies - a sort of 'Ring-A-Retailer'.

There's a lot of game here and it all works rather well. You journey above and below ground in a leap, spriong manner hurling one of the three types of spells at the nasties using the space bar to choose between varying degrees of spell strength and then hurling each one in a manner not unaccustomed to an airborne brick.

Twinworld is very much a French version of Wonderboy and is easily as challenging. Graphics are well detailed without being fussy and character animation is smooth and controllable. So, if you like the new wave 'arcade adventure' games, then Twinworld should have you smashing your porcelain piggies' head in and hoofing it down to the local games emporium in no time!









SCORES

Graphics	86
Sound	80
Playability	89
Lastability	88

OVERALL 87%

Take no substitute. Twin World is a captivating romp, that'll leave you spellbound.

Label:Ubisoft Price: £9.99

GARTH SUMPTER

We all have lapses of judgement now and again. Perhaps you decided to "forget" your homework one time too many and got a seeing to from Stern The Slipper in the Head's office. Perhaps you loaned your mate your UltraWaggler joystick and he stuffed it by playing Daley Thompson's Decathlon for a whole weekend.

Or maybe you decided not to buy that issue of Sinclair User. The one with those tips you thought you didn't need. The one with the maps you thought you could do without. Maybe you didn't plan on buying a game that month, so our excellent reviews didn't interest you. Or maybe you made the mistake of going on holiday and missing the publication date, and discovered that all the issues had sold out when you returned.

What we're trying to say is; it's okay. Everyone makes mistakes, and here's your chance to rectify any little slips you may have made recently. From our deepest vaults in Peterborough, we've culled a - limited - set of last year's issues. Each comes with a scorching Megatape full of whopper programs guaranteed to send you barmy with excitement, and all for the measly price of..

£1.75 Each! (including post and packing)

And don't forget; the 200th person to order a back issue will get his copy of the mag AND a stonking £200 CASH AND a free subscription for a year AND an SU Crew Badge, AND the TOP TWENTY FULL PRICE GAMES!

THE MAGS:

They're a lovely looking lot, aren't they? So to help you choose which to go for, we've selected some highlights of each issue.

BUY ONE BACK ISSUE OF SU FOR £1.75 AND

WIN £20

(AND A T-SHIRT AND A BADGE AND SOME SOFTWARE A



Jan 89: Ninja Xmas Special! Reviews of Rambo III, Robocop, Dragon Ninja, Double Dragon. Top Coin-ops of 88. MEGATAPE 11: BEACH HEAD 1 + 2 FULL GAMES, CIRCUS CIRCUS DEMO, POKES!



Feb 89: The Aliens Are Coming! Reviews of Xenon, Last Duel, Tiger Road. First Sam Coupe expose! MEGATAPE 12: BLOP THE COP FULL GAME, XENON DEMO.



Mar 89: Punch-up Special! Reviews of Human Killing machine, Victory Road, H.A.T.E. MEGATAPE 13: PHANTOM CLUB FULL GAME, ESCAPE (FULL ADVENTURE)



Apr 89: Arnie Returns! Reviews of Running Man, Run The Gauntlet, Pacland. TIPS: Batman, Op Wolf. MEGATAPE 14: CYCLONE FULL GAME, PORTALS FULL ADVENTURE, CAPTAIN BLOOD DEMO.



May 89: Footy Special! MEGATAPE 15: PREMIER LEAGUE, COMPLETE FOOTY GAME, BEHIND CLOSED DOORS ADVENTURE. Reviews of Forgotten Worlds, Ghostbusters, Butcher Hill. FREE RENEGADE II POSTER!



Jul 89: Worra Chopper! Reviews of Silkworm, Timescanner, Thunderbirds. Tips for Forgotten Worlds, Run The Gauntlet and R-Type. MEGATAPE 17: JEWELS OF BABYLON FULL GAME, DENIZEN FULL GAME, DIZZY DICE FULL GAME!

Oct 89: Hot Lead Special! Reviews of Cabal, Strider, Batman. Tips for Indy, Strider. FREE MR HELI POSTER. MEGATAPE 20: DOUBLE TAKE FULL GAME. CABAL DEMO.



Nov 89: Untouchable! Review of Ocean's movie classic. Tips for Dynamite Dux. TWO AMAZING FREE TAPES: MEGATAPE 21- UNTOUCHABLES DEMO, POKES. AUDIO TAPE: 6 GREAT COIN-OP SOUNDTRACKS!



Dec 89: Spooky Special! FREE GHOSTBUSTERS BADGE! Reviews of Ghostbusters II, Spherical, Myth. FREE MYTH POSTER! Tips on Spooked, New Zealand Story, Treasure Island Dizzy. MEGATAPE 22: OPERATION THUNDERBOLT PLAYABLE DEMO



Jan 90: Motor Madness Issue: Reviews of Chase H.Q. Turbo Outrun, Hard Driving. SAM COUPE PULL OUT! Tips for Continental Circus, Stunt Car, Power Drift. MEGATAPE 23: NIGHTMARE RALLY FULL GAME, CHASE H.Q. Demo.

00

(AND A FREE SUBSCRIPTION - phew)



Aug 89: Fantasy Theme Issue: Reviews of Lone Wolf, LIGHTGUN GAMES. Tips for Stormlord, Renegade III. FREE BLOODWYCH POSTER! MEGATAPE 18: SEVEN PARCHMENTS ADVENTURE, INDIANA JONES DEMO.



CUT IT OUT, MATE!
Send this coupon to: Sinclair User Subscriptions, PO Box 500 Leicester, LE99 6AA.



Jun 89: Arnie Returns! Reviews of Red Heat, 3D Pool. FREE GIANT SILKWORM POSTER! Renegade III tips, MEGATAPE 16: IRON SOLDIER FULL GAME, TASK FORCE DEMO



Sep 89: Comic Heroes! Reviews of Dynamite Dix, Indiana Jones, Starglider II. Tips on Mr Hell. FREE INDIANA JONES POSTER! MEGATAPE 19: MAILSTROM FULL GAME, BATMAN DEMO.

Dear Captain Subs, Not only am I a thoroughly skill person, and ruddy sexy with it, I'd like the following back issues, please. So hurry up and send them to me!

Circle appropriate issues.

1989

Jan Feb Mar Apr May Jun Jul Aug Sep Oct Nov Dec

1990

Jan

I enclose a cheque/postal order made payable to Sinclair User for £......... (number of back issues x1.75.)

Name:................ Address:............. ....

....





Alien Storm - Sega

Warning - do not play this game unless you feel you have a firm grip on reality.

From the graphic team that brought you Golden Axe - and weren't they yummy at that - now comes Alien Storm.

Here's the scam - you plus a couple of mates run a fast food caravan - you know, the rolling salmonella shops that turn up at summer fetes, steam engine rallies and other yawn-job festive occasions.

As it happens, at moments critical to the Earth's safety, it's off with the dirty white coats with the snot on the sleeve and up and away to zap the Alien Invaders faster than you can say Enviromental Health Inspector. The multi-player action, up to three of you at once, consists of two sections - one side on view horizontal scroll section, in which you zap the alien types and, if you fight your way through, an Op Wolf style section that has you shooting at Aliens leaping over the shelves in a supermarket, slipping over the baked beans in their eagerness to main you, the heroic player.

It's the graphics that give this game its appeal. You happen to be walking past a phone box. It metamorphoses into this massive purple slug that'll bite yer head off as soon as look at you. Likewise harmless looking post boxes - and decorative potted firns.

Playing this game long enough transforms a simple walk down the shops into an unreal experience. Whatever would happen if that bus stop transformed into a many-headed scorpion? But there again, that's as likely as - well - less than three number 44's turning up at once. Isn't it?

Bound to be on your Spectrum one of these days - put Alien Storm into the same catagory as Splatter House. And keep taking the tablets....

Addict Factor 83%





Columns - Sega

Anyone heard of Tetris? Sure who hasn't, and we're all getting a bit tired of hearing of second rate imitations of Tetris, too. The bad news - Columns is another Tetris-like game. The good news - it's not second rate.

OK, so it looks a bit like Tetris, but there the emphasis is on manipulation of sequences of colour, rather than trying to rotate different sorts of shape. 3x1 bar shapes fall from the top of the screen made up of squares of different colours. And when you press 'fire', you don't rotate when, you just change the sequence

Smash TV - Williams

In the beginning there was Space Invaders....and that was the beginning of the global 10p shortage. It didn't start getting serious, however, until Williams produced the best game ever, called Defender. That was back in 1981. Very soon after that, Williams stopped making coin-ops and went back to the business of producing completely wonderful pinball machines - which they do to this very day. But whaddya know, all of a sudden, after that long silence broken only by a single game last year, comes - Smash TV.

The storyline - a futuristic game show which arms the contestant with a machine gun. You're then locked in a room and have to stay alive while being persued around the place by teeming hoards of - in the first





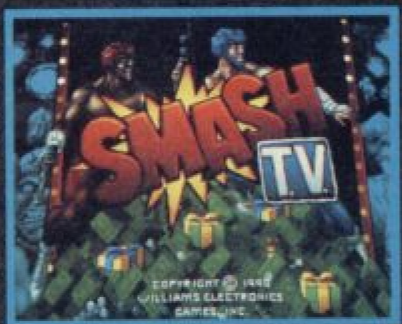
of colours in the shape. So Red/Yellow/Green becomes Green/Red/Yellow and then Yellow/Green/Red. Goddit?

OK, so what you have to do is get three or more of the same colour in a row, horizontal, vertical or diagonal and that sequence will disappear. Just like a completed line in Tetris. If the shapes pile up to the top of the screen - Game Over. With some of the addictiveness of Tetris and most of the simplicity, it should do well....even 'though there's an even better game in there somewhere.

Addict Rating 79%



level - baseball bat wielding punks. You get points for mowing down the bad guys, collecting prizes that appear at random on the floor and running over money that is strewn around the place.



In gameplay terms, it's as simple as you get - in fact it's a remake of an old Williams classic, Robotron. The control system is exactly the same; two joysticks, one controlling direction of movement, the other controlling the direction of fire. Ideal for this kind of bloodfest.



The graphics are very classy, with a lot of cartoon-like over-the-top carnage and plenty of humor. Hardly surprising coming from pinball lineage, the sound is excellent, with sampled speech and a constant foot-tapping soundtrack. The ideal casual blast, this comes highly recommended.



Addict Factor 85%

Neo-Geo - SNK



Neo-Geo is a new type of coin-op that's been invented by coin-op company SNK. It's an arcade cabinet. It's also - in Japan - a home console. Cost to the Jap punters: about 250 for the console and 150 for the games, each! Due to make it into this country this year - launched at the fabby CES Show in September - you can play some of the games this very minute. How do you know that the cabinet you are playing is a Neo-Geo? Well, you'll notice the little card slot in the front of the machine. This lets you save your game position onto the card and come back to the same position the next time you play. Interesting, eh? The present crop of games are adequate rather than stunning - but the fact that the system can save your position means that, maybe, a different sort of game will be finding its way into the arcades in the future. Who knows, but it could be interesting.....



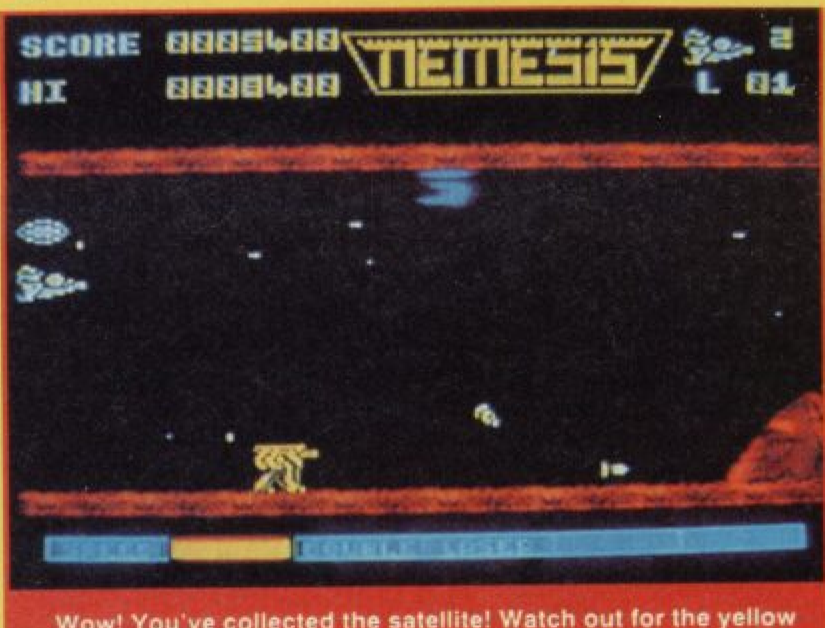


NEMESIS

Guess what! Yes, an Earth-like planet is being attacked by the space star cluster of Bacterion. And who's the mug who's got to save everybody? Right again, you! As you may have guessed by now I'm talking about the game Nemesis, re-released at £2.99 by The Hit Squad.

The planet Nemesis is being attacked by a band of meanies called amoeboid Bacterions (nice name eh?) and as expected everyone is in danger of being killed. So you must launch an attack on the meanies in a ship called the Warp Rattler, which at first is equipped with the most pathetic weapon known to mankind. Some aliens when killed drop pods which when collected will help you select a better and more powerful weapon or shield. The extras that can be gained range from speed, (which you don't need as the ship goes too fast anyway), through to a double shot, attack satellites (which move with your craft and fire in unison), to a laser - a line of energy which kills most things instantly!

After powering up your weaponry and reaching the end of the level that you are on, you meet one of several end of level meanies. The graphics for these are better then any of the other sprites in the game and their arsenal of weapons is greater.



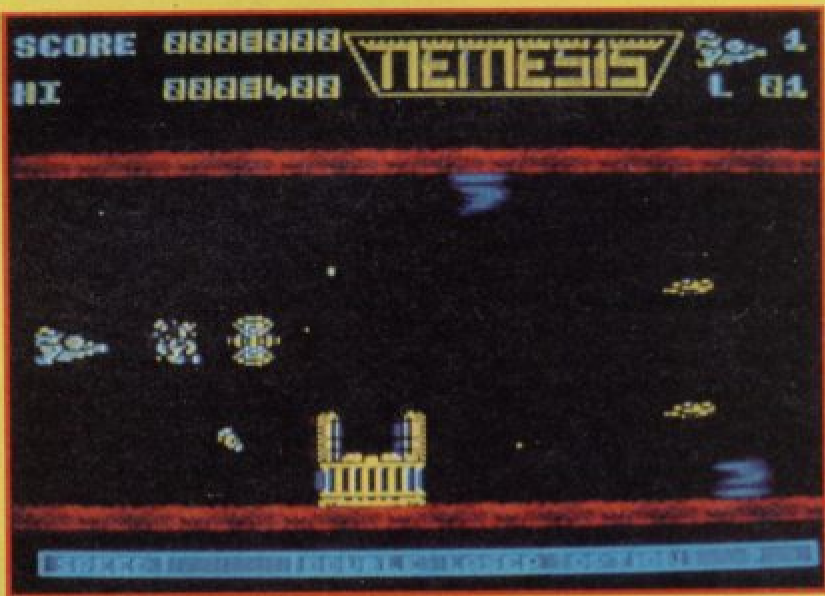
Wow! You've collected the satellite! Watch out for the yellow Robo Monster. Kill him and collect the bonus weapon.

The graphics to the game are about as well defined as a squashed hedgehog in a snowstorm and about as well animated. Your ship looks more like a paper aeroplane then an awesome fighting machine and the enemies' bullets blend in with the background to look like stars which is very annoying as you constantly find yourself asking why you died. The backdrops are bland and repetitive with only the occasional gun turret in a wall to break up the monotony. i hope that higher levels will have more to offer then the ones that I can reach but a bit more practice is needed to reach any of them.

The title screen plays a rasping tune and naff spot effects are heard whilst playing. The game does have its good points too. It's extreeeeemly addictive but hard, making it challenging and a game that is going to last you for a while. It's one of those games with that rare 'just one more go' feel to it. I couldn't stop myself sneaking back into the games room for another go!

Whilst the graphics and animation are lacking in appeal the overall game is however brilliant! It's one of the most addictive games that The Hit Squad have released to date. An old but classic game. It's great.







SCORES

	52
	59
	78
	86

OVERALL 81%

An amazingly addictive and playable game with repetitive graphics!

Label: The Hit Squad Price: £2.99

LEE DAVIDSON

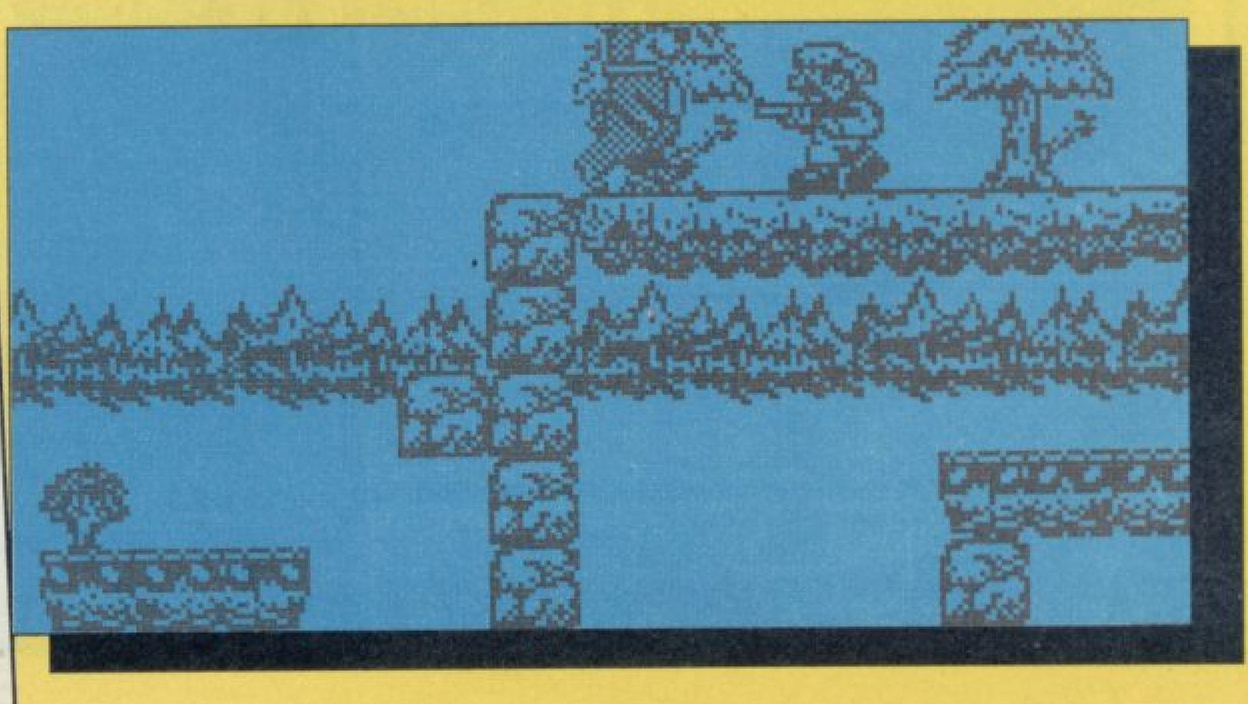


CHAR

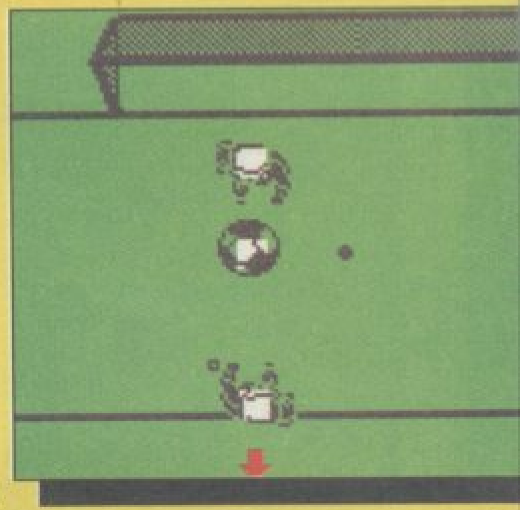
BUDGET TOP TEN

I don't believe it! If you thought the full price chart was dull; look at THIS! FOUR non-movers! All released by the dreaded Codemasters comglomerate. I can't believe it.

1	(1)	FANTASY WORLD DIZZY Not much...	CODIES	£2.99
2	(2)	PRO BOXING MANAGER change in...	CODIES	£2.99
3	(3)	FOOTBALL CHAMPIONS the top 4...	CODIES	£2.99
4	(4)	TREASURE ISLAND DIZZY this month!!	CODIES	£2.99
5	(9)	TEMPLE OF DOOM With a crack of his whip, Indy bounds upwards!	KIXX	£2.99
6	(7)	WONDERBOY Lots of action - wonder style!	HIT SQUAD	£2.99
7	(6)	PAPERBOY Phew! P.boy has been round the houses recently.	ENCORE	£2.99
8	(5)	ROCK STAR ATE MY HAMSTER Pop activities obviously not flavour of *this* month.	CODIES	£2.99
9	(8)	YOGI'S GREAT ESCAPE The excellent Yogi not getting the success he deserves.	HITEC	£2.99
10	(10)	THOMAS THE TANK ENGINE And the fat old station master stood very still in the chart.	ALTERNATIVE	£2.99





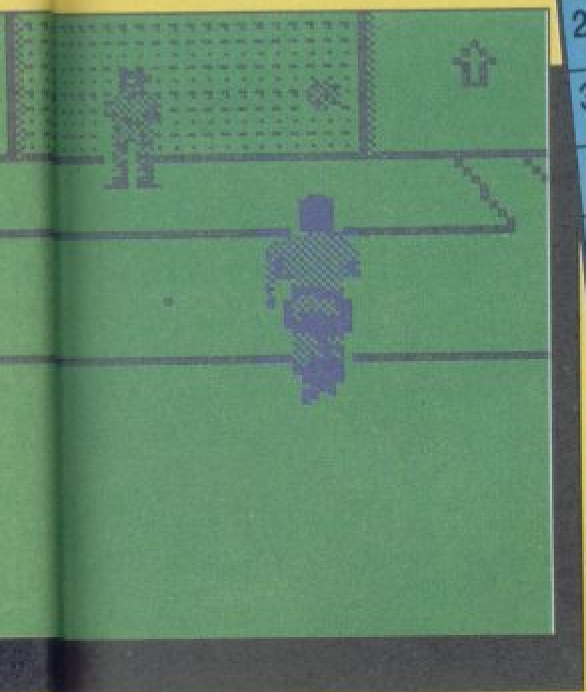


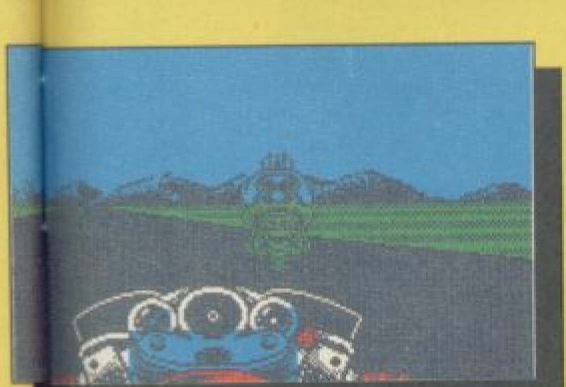
COMPILED FOR SINCLAIR USER BY GALLUP

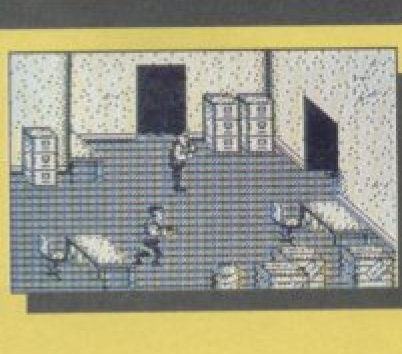
FULL-PRICE TOP TWENTY

So, football wins at the end of the day, with the four top slots occupied by World Cup games. However, there seems to be a bit of a footy back-lash in the lower reaches of the chart, with games like Batman, Black Tiger and Turbo Outrun all on the up. Interesting to see Ghostbusters II suffer such a massive drop in popularity.

1	(2)	ITALY 1990 The World Cup rewards the game with the most accurate title.	US GOLD	£9.99
2	(NE)	FOOTBALL MANAGER WORLD CUP Addictive flushed with big chart success. Will their nerve hold?	ADDICTIVE	£9.99
3	(1)	MANCHESTER UNITED Toppled from the top slot . But there's still life in them yet.	CHRYSALIS	£9.99
4	(3)	WORLD CUP SOCCER '90 Losing its grip in the face of stiff competition.	VIRGIN	£9.99
5	(4)	VENDETTA Kick! Punch! Stab! Look At Watch! Brilleronic!	SYSTEM 3	£9.99
6	(7)	GAZZA'S SUPER SOCCER Up one position owing to The Big Man's impressive performance.	EMPIRE	£9.99
7	(5)	CHASE H.Q. Gradually giving way to younger games,but maybe one turbo left?	OCEAN	£9.99
8	(10)	ROBOCOP Surely he's not going up the chart AGAIN???!!	OCEAN	£9.99
9	(6)	BATMAN THE MOVIE While the world gears up for TOTAL RECALL, Batman still sells.	OCEAN	£9.99
10	(NE)	WORLD CUP '90 COMPILATION New in this month, but perhaps a little late to make the top 5?	EMPIRE	£12.99
11	(8)	BOMBER Failing to maintain height due to excess weight of manual.	ACTIVISION	£9.99
12	(14)	TURBO OUTRUN You can't keep a good race game down.	US GOLD	£9.99
13	(20)	SUPER LEAGUE SOCCER World Cup Coat-tails situation or what?	IMPRESSIONS	£9.99
14	(RE)	BLACK TIGER Nice hacking, slashing change from all the footy.	US GOLD	£9.99
15	(NE)	THE CYCLES Accolade's less-than gripping bike sim.	ACCOLADE	£9.99
16	(13)	CASTLE MASTER Not much future left for the 3D adventure game.	DOMARK	£14.99
17	(NE)	BLOODWYCHE Recent success owing entirely to our recent tips.	MIRRORSOFT	£9.99
18	(12)	DAN DARE III Dan just about reaches escape velocity this month.	VIRGIN	£8.99
19	(RE)	EMLYN HUGHES INT. SOCCER Yaaaawwwwwwwnnnnnnnnnn!	AUDIOGENIC	£8.99
20	(9)	GHOSTBUSTERS II Big drop for Venkman and the boys.	ACTIVISION	£9.99







Honestly, would you believe it? There we were, playing croquet on the QE2 with Jack Nicholson's darts team, and no sooner had we started sharing out the napkins when THE BLASTED PHONE RINGS!

"Hello, Geoff Brown, head of US Gold here. Drop whatever you're doing and come up to Loughborough 'cos we want to tell you about a new game. There may even be a drink in it for you. Be quick about it, eh? CLICK...BRRR..."

Now everyone knows that Geoff is a bit funny upstairs and it's best to do exactly what he says, so we hired a big minibus (just like in Summer Holiday) and set off oop north.

But what started as a innocent photo-opportunity jaunt quickly turned into...

Murder!



The Boys in Blue interrogate the not entirely sober rhythm-crazed Penn. Gaz: "Get Down!" Copper: "Get Off!"



The "interviews" continue. (In black and white) Geoff Browne finds himself the PRIME SUSPECT! Geoff: "Parp!"



Eventually, the software chief cracks; "Okay, I was the one, but what the hell?" clicks fingers; "I'm feeling groovey!"

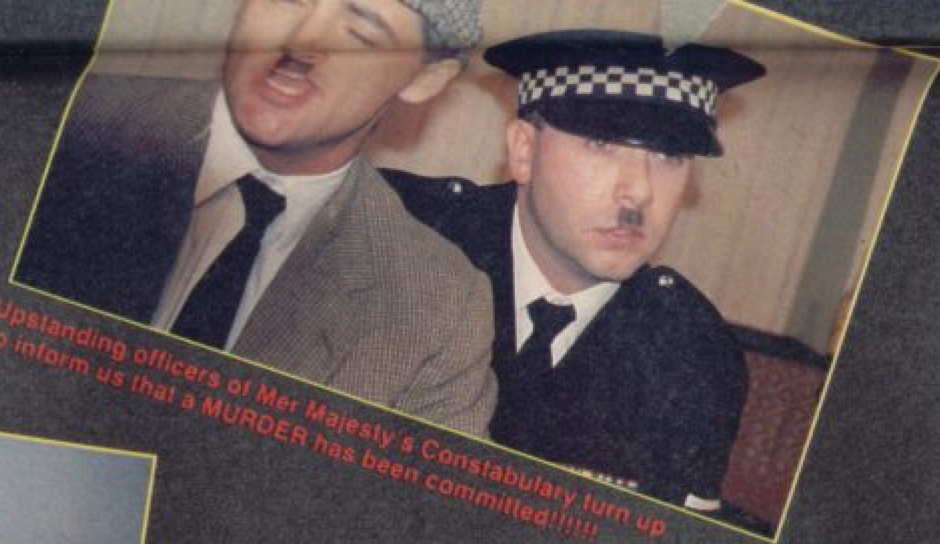








Check it ouuut! Our mode of transport for the weekend. Little did we know that our journey would be into FEAR!



Upstanding officers of Her Majesty's Constabulary turn up to inform us that a MURDER has been committed!!!!!!



Bob Malin, US Gold Development Guru indicates USG's commitment to 8 bit with a total of forthcoming products.



Gary "Penn" gives it The (large) One. "Someday I will ask a favour of you... out of respect for my family..."



Captain Smooth in back-seat romance shock with mystery blonde - wait til his mum finds out!



C'mon - Everybody! We're all going on a summer holiday/ No more working for a week or two/ Fun and laughter etc...



My old man said follow the van/ Clap your hands!/and don't dilly dally on the way! Inspector: "You're nicked, curly!"



Now here's one you might know! Oh there were times when there was doubt / I ate it up, and spat it out! / The record shows...



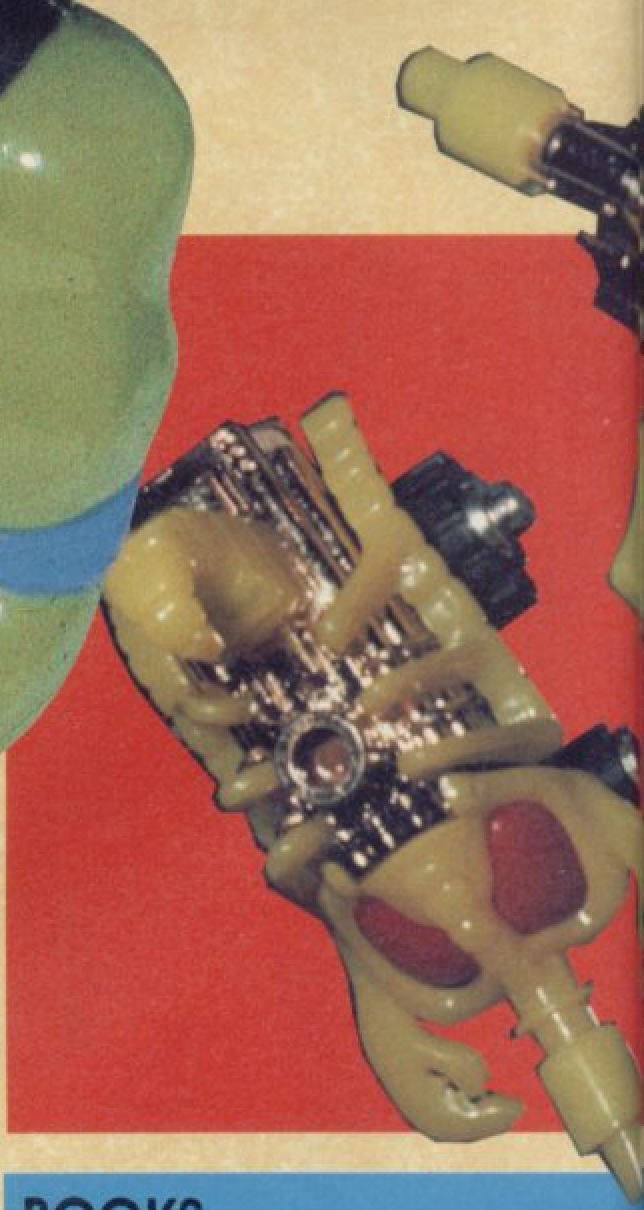
I took the blows / And DID IT MY WAY! Thangyew. Alright it's a fair cop. I'll come quietly. "Thank God" - The whole world.



TURTLE POWER

Kowablongie, or whatever it is they say - this is our one and only mention of Teenage Mutant Ninja "Hero" Turtle merchandising. We thought the Turtle Power Mutant Bubble Bath was worth a mench because a) it's cheap, £2.99; b), it smells and looks vile, claiming to be "fresh from the sewer!" and c), you can twist the head off your turtle - Donatello, Raphael, Leon ardo, Donatello or Ted (that's Michaelangelo, dork). And it REALLY DOES turn you into a mutant superhero.





BOOKS

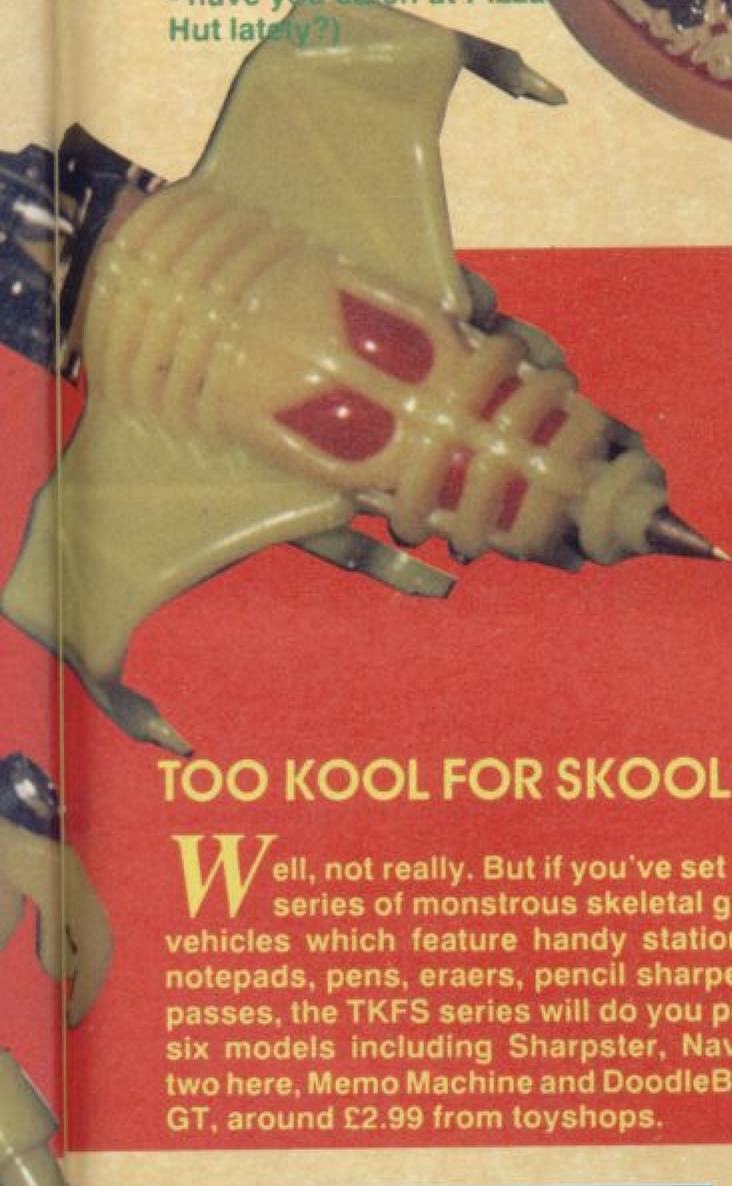
COMIC BOOK PRICE GUIDE - Duncan McAlpine

Got any old superhero comics lying around? Check 'em out - you may be sitting on a fortune. Any idea how much a collector would give you for Cerebus the Aardvark No 1? - £275! Mind you, you need to know what's what - Whacky Squirrel's Summer Fun Special Issue 1 is worth only £1.75, for instance. How do I know all these facts? Because I have the Official Comic Book Price Guide For Great Britain, 1990 Edition, by

EVERYTHING ON IT

*I*t had to happen - No 127 in a series of Unlikely Flying Objects, the Flying Pizza, from Spectra Star in all tasteless toyshops. For about £3.99 you can learn tricks such as the Swing out, Skip Whip, Sidewinder and Rim Hanger with this pepperoni-topped plaything. Just don't try to take a bite out of it - unlike the real thing, it's as tough as old boots (though, I don't know - have you eaten at Pizza Hut lately?)





TOO KOOL FOR SKOOL?

*W*ell, not really. But if you've set your heart on a series of monstrous skeletal glow-in-the-dark vehicles which feature handy stationery items like notepads, pens, eraers, pencil sharpeners and compasses, the TKFS series will do you proud. There are six models including Sharpster, Navigator and the two here, Memo Machine and DoodleBug, from Action GT, around £2.99 from toyshops.

Duncan McAlpine, published by PGP. It's available from all good bookshops at £6.95, and considering it lists all DC, Marvel, British and Independent comics, and has sections on collecting and lists of dealers, you'd have to be the Flaming Carrot to miss it.



HEAVY METAL MAYHEM

*G*uys in the know go mad for Macross Heavy Weapon Series construction kits; based on a series of Japanese comics, these gorgeously-detailed models of futuristic war machines come in hundreds of variations, just like the military vehicles on which they're based. They're tough to get hold of, but SF specialist bookshop Forbidden Planet (now in several major towns) has a new batch including goodies like this Max Special Super Valkyrie VF-1A, starting from a puny £1.85!

VIDEOS

LADYHAWKE

*F*ed up with grunting musclemen, rubbery special effects and cliched plots? Then Ladyhawke is the sword-and-sorcery film for you. Set in a mediaeval world where an evil Archbishop rules through satanic powers, Ladyhawke tells the tale of Mouse, a young thief (played by Matthew Broderick), who finds himself caught up in the feud between the Archbishop and soldier of fortune Navarre (Rutger Hauer, playing the icey-eyed psycho as chillingly as usual). Camping in a forest at night, Mouse gets spooked when Navarre and his companion, a hunting hawk, disappear, and instead he finds himself in the company of a beauteous maiden (the toothsome Michelle Pfeiffer), and a huge slobbering wolf. What's goin' on?!? Leo McKern turns up as a bibulous monk, and there's lots of snappy dialogue and exciting action. Original, nicely photographed and intelligently scripted, Ladyhawke is cert. PG, out now on CBS-Fox Video at £9.99.





DATEL ELECTRONICS

dk'tronics



Lightwriter™

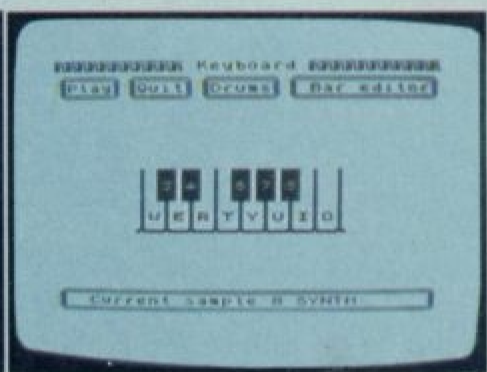
- Very easy to use - all functions are selected from on-screen instructions.
- Fully Menu driven. Choose inks, papers, erase, fill, etc.
- Top quality interface and lightpen unit complete with software (cassette).
- Save/Load screen images that you have created with your Lightpen.
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- Highly reliable design - many thousands have already been sold.
- This unit is attractively styled in computer colours to integrate perfectly with your computer system
- Animate several screens in the computer's memory.
- Comes complete, ready to go. Plugs neatly into rear of Spectrum.

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LIGHTPEN/INTERFACE/SOFTWARE ONLY £15.99

RAM music MACHINE







- It's a full sound sampling system allowing any sound to be recorded digitally into the computer RAM. Once stored, the sound can be replayed at different pitches with many varying effects.
- It's an echo chamber & digital delay line. Create some very interesting effects.
- It's a two voice music/sound synth.
- The Music Machine can also be used as a drum machine - eight drum sounds are already provided for you, but you can easily produce more of your own.
- The extremely powerful software allows you to compose tunes from individual bars of music. You can edit your creations on screen & Save/Load sounds, instruments & rhythms.
- Fully MIDI compatible. The Ram Music Machine supports full MIDI In, MIDI Out & MIDI Thru.
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- On screen menu driven drum kit makes composing drum sounds easy for anyone to do!
- Just plug the output into your Hi-Fi, cassette player, etc. and thats it - your Spectrum is a drum kit!!
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- Now you can connect most full size parallel printers to your Spectrum.
- Fully re-locatable controlling software (cassette).
- Supplied with Interface with most software using the printer channel e.g. Tasword, Devpac, etc.
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- Comes complete with printer cable - no more to buy!

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- Probably the best selling joystick in the world. Over 15 million sold.
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- Auto Fire feature - switch on/off.
- Superbly styled with extra long lead.



ZIP STIK® SUPER PRO JOYSTICK

- "Tripple action" Auto-Fire makes this probably the world's fastest rapid fire joystick!
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- 12 month guarantee. 90% British made.

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SAVE UP TO 40%

- Full Kempston compatibility.
- Superbly styled.
- Fits snugly into your Spectrum (all models).
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RAM TURBO DUAL INTERFACE

- The Ram Turbo is a Dual Port Interface accepting up to 2 joysticks.
- Supports all formats - Kempston, Cursor and Interface II.
- Built-in reset switch with player option for two player games.
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RAMPRINT™

THE ULTIMATE PRINTER INTERFACE WITH BUILT-IN WORDPROCESSOR...
NO SOFTWARE TAPES TO LOAD!!

- Works with most any full size Centronics printer.
- Huge range of printer driver options for maximum compatibility.
- Software on ROM - just power up & go!
- Even has built-in joystick interface (Kempston).
- Comes complete with printer cable - no more to buy.

PLUS A SUPERB WORD PROCESSOR...

- Not only are the printer drivers in ROM - the RamPrint even has a wordprocessor built-in!! Just power up & type.
- Full range of wordprocessor commands without the need to load anything.

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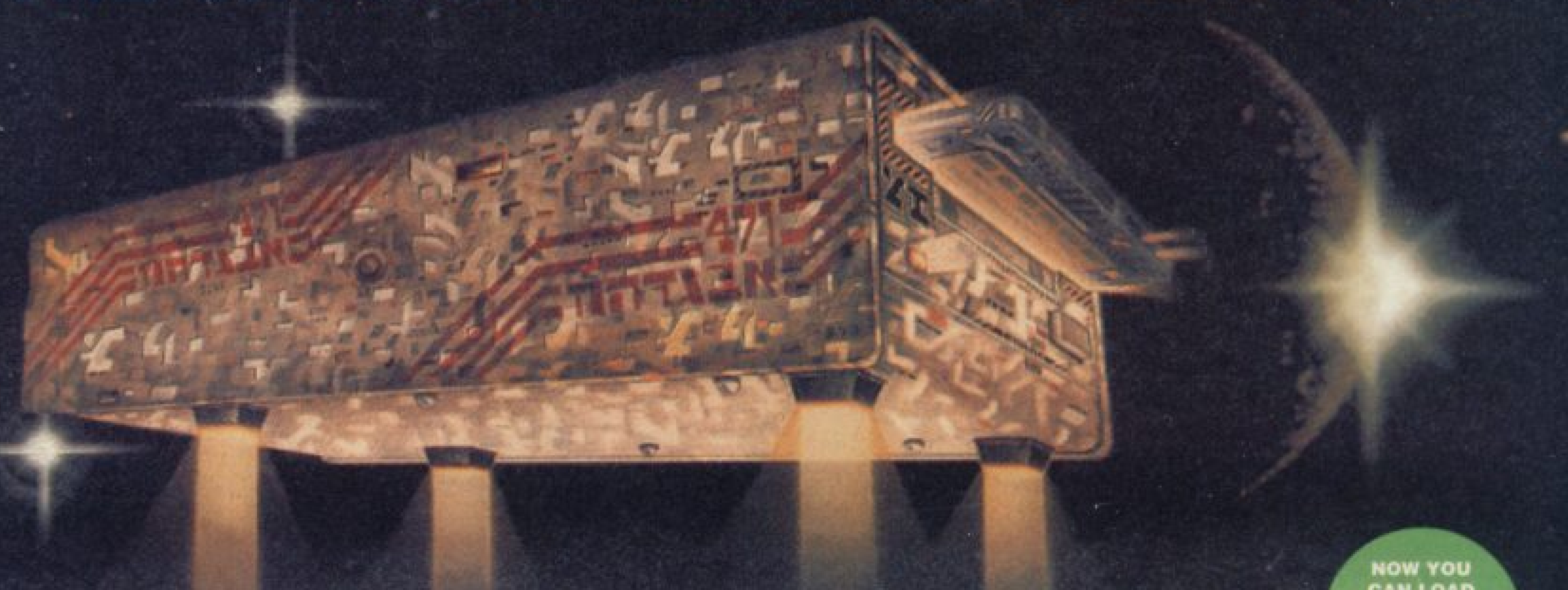
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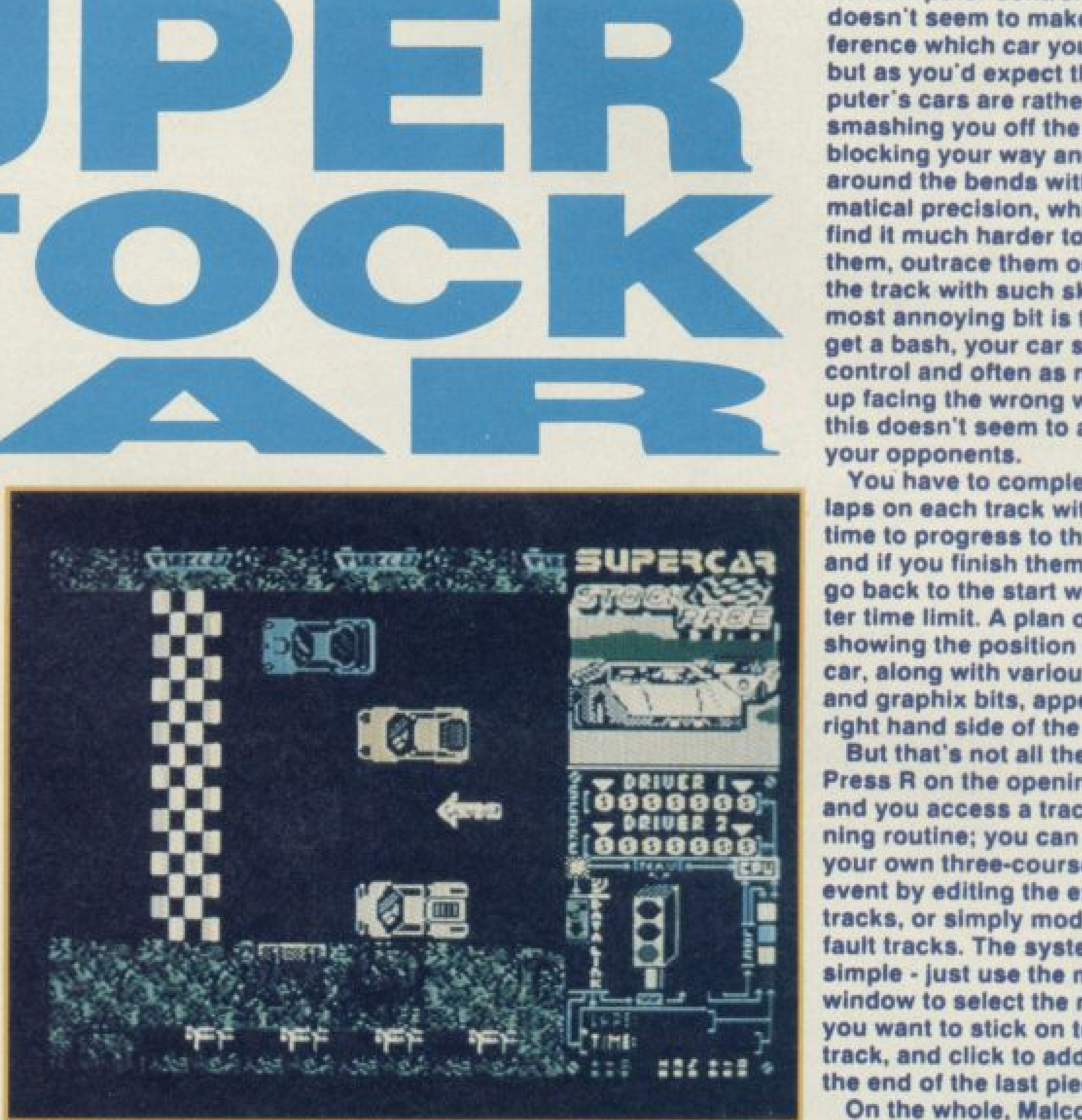




SUPER STOCK CAR

I always thought Stock Cars were supposed to be beaten up Ford Cortinas with all the glass taken out, covered in stickers saying "Castrol GTX 20/80 Is Good For You", but in this Mastertronic effort the smash-'em-up action takes place in the most gleamaceous of sporting fantasies, including Lamborghini, Ferrari, Lotus and Porsche. What's goin' on?!?

The idea is that you, as stock car stinker Rick Radial, have to smash, bash and outclass your opponents racing around six circuits. The scene's viewed from above, and the screen-scrolling and animation are pleasingly smooth, although the actual size of the nicely detailed cars seems to be too big for the scale of the track. This means that you have to develop very precise control as you hurtle around the bends, because there's really no such thing as a long straight!

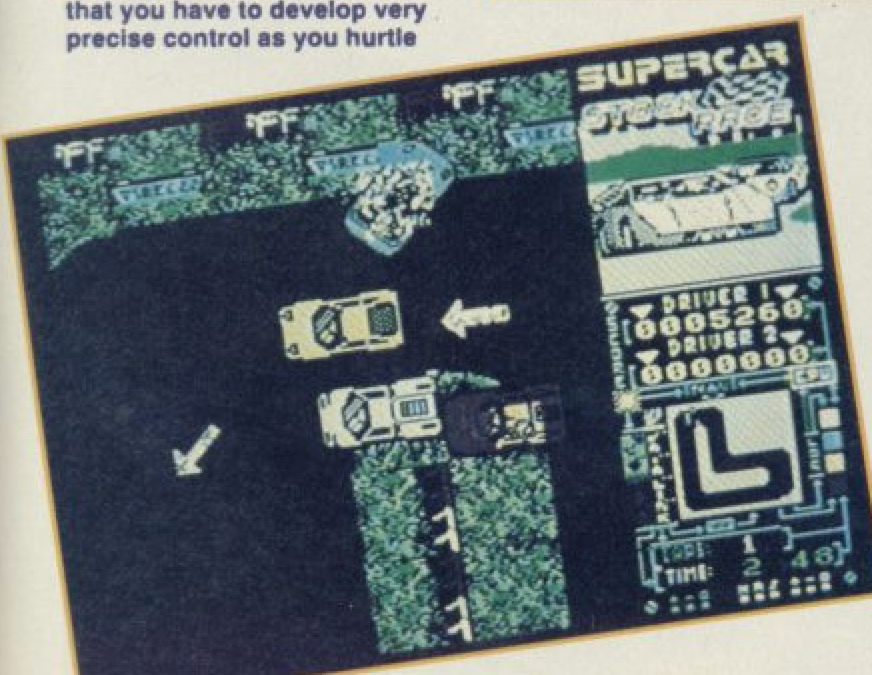


One or two players can race, while the other three or two cars are computer-controlled. It doesn't seem to make much difference which car you choose, but as you'd expect the computer's cars are rather good at smashing you off the track, blocking your way and zooming around the bends with mathematical precision, while you will find it much harder to barge them, outrace them or negotiate the track with such skill. The most annoying bit is that if you get a bash, your car spins out of control and often as not ends up facing the wrong way, while this doesn't seem to apply to your opponents.

You have to complete five laps on each track within a set time to progress to the next, and if you finish them all, you go back to the start with a shorter time limit. A plan of the track showing the position of each car, along with various timers and graphix bits, appears on the right hand side of the screen.

But that's not all there is to it! Press R on the opening screen and you access a track-designing routine; you can create your own three-course Cup event by editing the existing tracks, or simply modify the default tracks. The system's very simple - just use the moving window to select the modules you want to stick on to the track, and click to add them to the end of the last piece.

On the whole, Malcolm, this is more than just another racey-racey-round-in-circles game, so get yer paintwork scraped and give it a go.



SCORES

Graphics	76
Sound	45
Playability	69
Lastability	70

OVERALL 69%

Looks good, races well and keeps you involved. A tasty racer!

LABEL: Mastertronic
Price: £2.99

CHRIS JENKINS

REVIEW

QUASAR -THE RETURN

Have you ever wanted a chance to shoot a member of the SU team? Eight intrepid competition winners won the chance and here's how they fared against the massed(?) ranks of the Crew.

Remember back in the distant past - when we ran the Quasar competition in the February issue of SU? You don't! Well, we went to the Quasar centre at the Old Cinema, in Wood Green and had a look at the stonking good laser phaser games that they have. You get a light gun hooked up to battery pack and harness, and then let loose in two teams to do battle in a smoke filled, dimly lit and futuristic setting. And what would be better than a competition where the winners get a chance to shoot members of the SU Crew?

It was a great day too; a long, cool glass of Pimms then out to shoot a few readers of SU; the sun was brilliant, it was hot and humid as the intrepid SU Crew arrived at the Quasar centre in their chauffeur-driven limo to greet the eager combatants as they climbed out into the sun.

But wait! Only three work-[illegible] were to be seen. Mr Hack himself, Garth, burst from the limo accompanied by his [illegible] frenzied fisog of Captain Oz, and the hugely macho former newest crew member, Alan (Digger in everything) Dykes from the Ad department.

The two teams were quickly chosen and Garth opted to join the team that didn't include the psychopathic designer Oz and the turbo nutter 'Digger' Dykes. They chose all the decent looking guys.

Garth then frantically gathered together the remainder of the group and gave them detailed orders "Just kill Oz whatever you do. Let's hassle him to death (and get even for all the hassle he gives me)"

Their jaws set in grim determination, they set off, once more unto the breech dear readers.

Game 1

The first game commenced and a screaming voice in the darkness proclaimed, "I'm coming for you Oz, ain't no place you can hide from me!" It sounded awfully like the sort of thing that Deputy Editors say to Designers....

Anyway, after a vicious assault (on Oz), the Green team led by Garth managed to get to the Red base to find that it wasn't registering hits properly. Garth went to find a Marshall to report the fault under a flag of truce. He didn't get there. Oz, driven wild with rage at having been the unwilling focus of a personal vendetta, stepped out of dark corner and shot him to bits.

Game 2

The fault was now being repaired, but for the duration of the game, hits on home bases didn't count. Garth had been given the task of telling everyone. He managed to tell his own side but forgot to tell Oz and Alan's team. The result - a complete shambles with the Marshall not being able to make any sense of the scores, but some amazing 'pack' hunting strategies from the Red Team. Oz is branded a killer along with James, and a guy called 'Potato!' becomes the Red team's ninja dwarf assassin.

Game 3

Now this is playing. All the technical difficulties were sorted out and after some light refreshment (don't you find the tungsten filament gets stuck in your teeth) the teams set up for the final battle.

And it's a corker! The now foaming at the mouth psychotic Oz wields his weapon (fnarr) with deadly accuracy whilst 'Potato' the ninja dwarf proves his deadliness by 'accidentally' tripping Garth down a flight of stairs. Incensed by their leader's demise/stupidity/uncoolness, the Green team go berserk drawing power from the very fabric of the earth. They mutate into horrible, demonic travesties of their former selves and route the intruders from their base. Adrian and Robert then single handedly took the Red base and held it long enough to blow it up a few times, whilst the rest of the team held the enemy in a pitched battle on the lower levels of the complex. It was mayhem, it was dangerous, it was utterly fantastic! And when the end of the game was announced, the scores were close but not that close! The Green team had won the final battle.

Anyway, it was a great day, and just to prove that there was no animosity on any side, we all went to the local space station and had a hearty slap up feed. So, once we'd all had our fill we headed back home, with Garth nursing the only injuries of the day. Two lov-er-ly blisters caused by trying to wear trendy trainers that are too small for his size 11 feet. He's definately a mad cow!







Let's all go flippin' mental at the Burger Bar. Look's like Garth has gone more mental than anyone else! Whilst Oz certainly doesn't seem to mind getting a mouthful every now and then.



Andrew's mum tries to remember what she did to deserve this



It's backs to the wall time for the young guns at the Quasar Centre.



One of the gang spares a thought for fallen comrades.



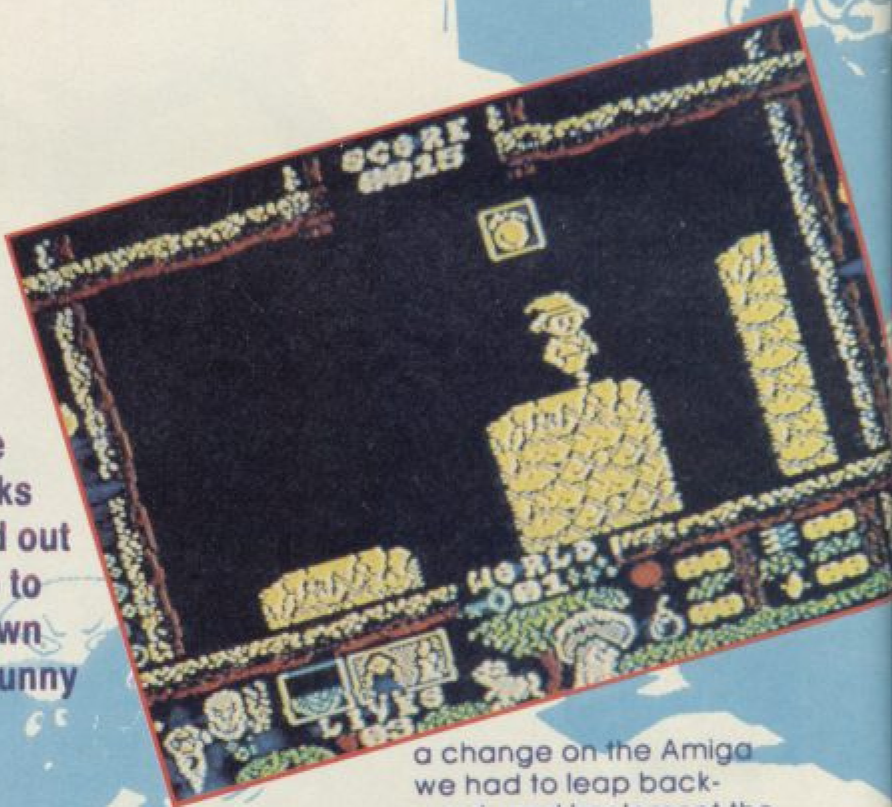
The only injuries of the day. Garth tries to cool his heels (yeucck!)



James (I'm no Jessie!) James contemplates the battle.

BLUEPRINT

APPRE



There's no mistaking the Garthmobile as it streaks across London to try to find out what Probe software are up to currently. We follow SU's own apprentice newshound to sunny Croydon as he casts his probing questions....

Probe software are in a lucky position. With countless games under their belt, including the superb Dan Dare III, where can they go next? Abroad seems to be the answer with the team currently finishing the Froggy Infogrames' Sim City and converting the German Apprentice from Amiga to the Spectrum.

Apprentice is the brainchild of Axel Hellwig, who has currently just about finished the Amiga version in his native Germany where it's currently under beta testing (trying to find any hidden bugs), whilst the boys at Probe are not too far behind him...

Let's have a chat with Joe Bonar, Probe's software development man and see how our Apprentice is doing...

SU: How's the game going?

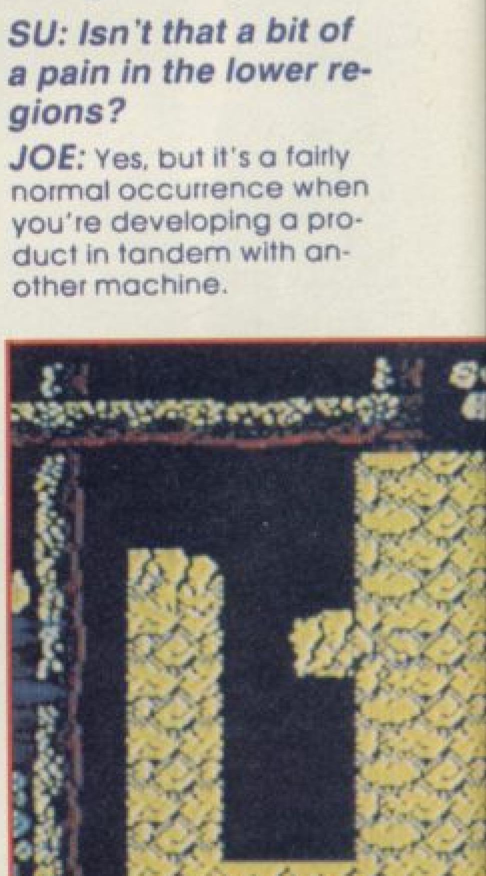
JOE: Well, we've converted all of the code that we've had from Heir Hellwig and a stirling job's been done by Brian Beuken. All that's left to do is to finally tie up the code with the graphics and voila, or whatever they say in Germany, it's finished!

SU: What about the graphics then?

JOE: Well, the graphics are all home grown and there's been three people working on them over the last six months, Ed Kight, Drew Northcott and, ahem, myself. You see, we've been working on the other versions of Apprentice and have only been a few weeks behind the development on the Amiga. This means that each time there was a change on the Amiga we had to leap backwards and implement the changes.

SU: Isn't that a bit of a pain in the lower regions?

JOE: Yes, but it's a fairly normal occurrence when you're developing a product in tandem with another machine.



NTICE



Joe Bonar

Joe Bonar has the awesome title of Product Development Manager but even from those lofty heights he can still make a wicked cup of tea. He's not married but engaged to the lovely leggy Louise and wouldn't let us nick the photo of her that he keeps on his desk (the rat!) He's been at Probe for 14 months and came from the now defunct Telecomsoft where his fave game was Stunt Car Racer which was relaesed under Microstyle. His favourite telecomsoft budget game was I Ball and I Ball II His hobbies include shouting at other raod users, looking suprised and waxing his legs. He has no children.



SU: How do you get the graphics?

Well, the graphics are originally from the Amiga which has a palette of over 4,000 colours which makes things a little tricky especially when you consider that there are six screens of graphics that have to be converted to the Spectrum from the Amiga's 32 colour graphics, through to the ST's 16 and finally to the 2 colours usable on the Spectrum.

SU: But the Spectrum has more usable colours than that!

JOE: That's true of course but there's always a play off between speed, smoothness and colour. In Apprentice movement is very smooth - down to one pixel boundaries (i.e. one pixel movements of characters) so it becomes impossible to use colour without clashing 'cos colour only moves in 8 pixel boundaries so it has to 'jump' to catch up with the animation.

SU: Is the lack of colours a problem in any way?

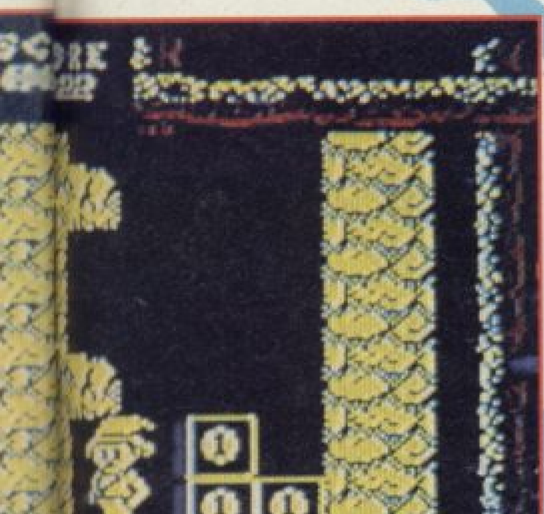
JOE: Well, it was with the door keys for the game; on the Amiga they could use colours but we've had to use different shapes.

SU: How do you make the graphics?

JOE: We use a graphics package, in this case Art Studio on the ST. The original graphics were designed on DPaint III for the Amiga and saved out as brushes which are blocks of graphics images of a specific size and then converted from an IFF file (which is the standard Amiga format), to a 16 colour neochrome ST format file. We then use our two Spectrum colours and draw over the top of the Neochrome picture. It's then copied onto a PC disk and then stripped down from a 32K screen resolution to the 6K resolution of the Spectrum.

SU: With six screens worth of graphics, isn't memory a little tight?

JOE: Memory is always tight on the Spectrum and we're getting everything into 48K; of course the music will be enhanced on the 128K machine but we believe that the 48K Spectrum is the basis of the market and so the game will run in 48K on the +2 and +3. We like to think that a lot of people would be disappointed if we didn't do a 48K version.

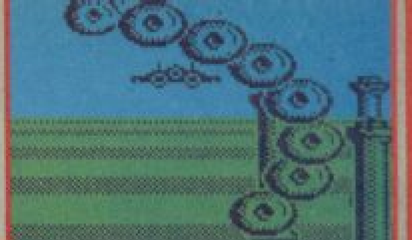


GAME SCENARIO

The game follows the trials and tribulations of you - the Apprentice to a powerful Magician. To prove yourself worthy of a membership card to the Guild of Magicians you are sent to world full of boxes. They are manipulated, thrown, stood on and stacked in order to solve the various puzzles that come up. You even have your own Appentice who you can set to do tasks within the 17 different worlds that you must cover. Intelligent eh? Not 'alf, because even some monsters are bright enough to be able to have set tasks to do and even the shopkeeper has the nounce to be able to give you tasks to perform to get items that he will swop for things that you need but he won't sell. It's an immense game and we'll be reviewing it as soon as it's ready!

Streetdate: September
Price: £8.99 Cass / 12.99 Disk

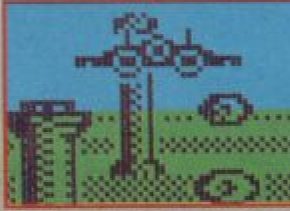

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T BIRD

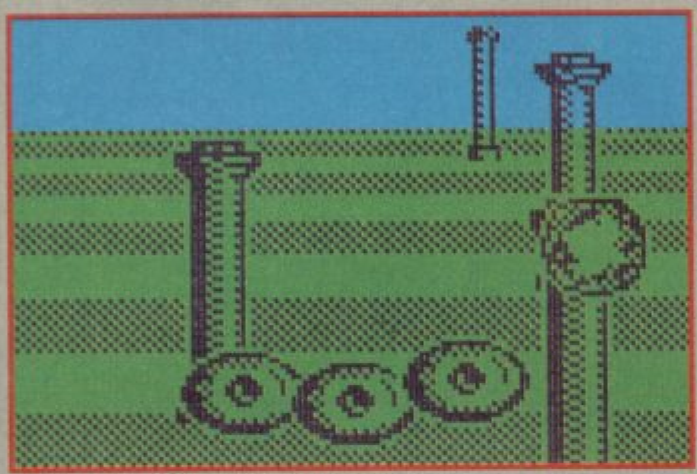


In the thirtieth century no-one walks to work - that would be a bit diff because everyone works on the planet Pluto in the golgafrinch factories. You need something with a bit more OOMPH to get to work - something like a Foourd T-Bird, capable of 0-600,000 in 5.6 seconds and equipped with all the weaponry you need to fight off the traffic wardens and space pirates along the way.



All this scene-setting is a thinly-veiled excuse for yet another multi-level alien shoot-'em-up, but let's be generous, at least it's a decent one.

Viewed in that sort of forward-scrolling method normally reserved for motor-racing games, T-Bird sees you taking a wrong turn on your test drive and heading into a seething wasteland of space aliens. The two-level background scrolls cleanly, with mono-

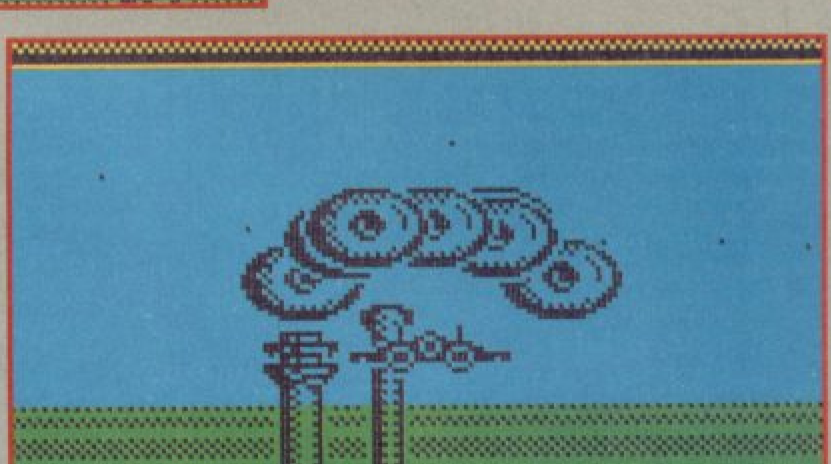




chrome pillars, space statues and other obstacles moving towards you smoothly and convincingly.

Your ship is free to move all around the screen, and this too is fast and smooth. The baddies, which include saucers, TIE fighters, space jellyfish and unidentifiable blobs, come at you in set patterns, dancing backwards and forwards and around the screen until you blow them to bits.

You can do this in two ways; with your standard zapper or with a smart missile (just hold down the fire button and everything on the screen explodes). You have only five smart missiles to play with, but you can pick up more sexy devices



by destroying a whole wave of aliens and picking up the token which appears. Bonuses include a roving sight, sideways-firing missiles, extra lives, extra missiles and so on.

Between each wave of aliens there's a meteor shower, and at the end of each level the usual Guardian - the first is a huge octopoid thingy, and to be honest this is so scarey that I was surprised to see it in a budget game! To make it even scarier, you can't use your smart missiles against these big mothers.

Fortunately, your ship is supplied with an anti-collision shield, but this has a limited power supply which is drained by each impact, so in the end you're going to be a write-off one way or another.

You aren't going to faint with surprise or amazement at T-Bird, but you won't regret parting with your measly £2.99 either. take it for a spin.



SCORES

Graphics	60
Sound	56
Playability	63
Lastability	68

OVERALL 67%

Liven up your afternoon by taking T-Bird for a drive.

Label: Mastertronic Price: £2.99

CHRIS JENKINS

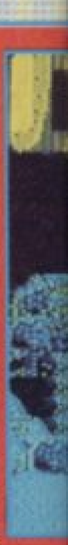
REVIEW



PREVI

Time





Is nothing safe from international terrorists? Professor Potts has a hobby that he enjoys immensely as he has a lot of time on his hands. He has a time machine in fact and is playing with it one day when some bomb hurling terrorists blow him and his machine back 20 million years into the past to the dawn of civilisation. Unfortunately, the time machine's power crystal is lost across the eons too, so the potty Potts must interfere with evolution to keep the fabric of history intact. He must protect the forbearers of man and make sure that they develop across time so that he himself has some future.

All sounds a bit tricky eh? Well damn right it's difficult. Controlling Potts, you must work out what catalysts you must provide to nudge evolution in the right direction whilst making sure that the small furry mammals that are to become man, survive each level of existence.

We like the look of it and here's your chance to have a quick shuftie through the ages with some screenshots of the game.

AUTHOR: Vivid Image
STREETDATE: September
PRICE: £9.99

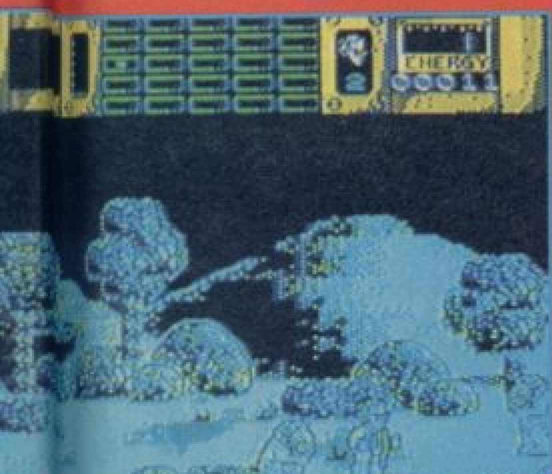




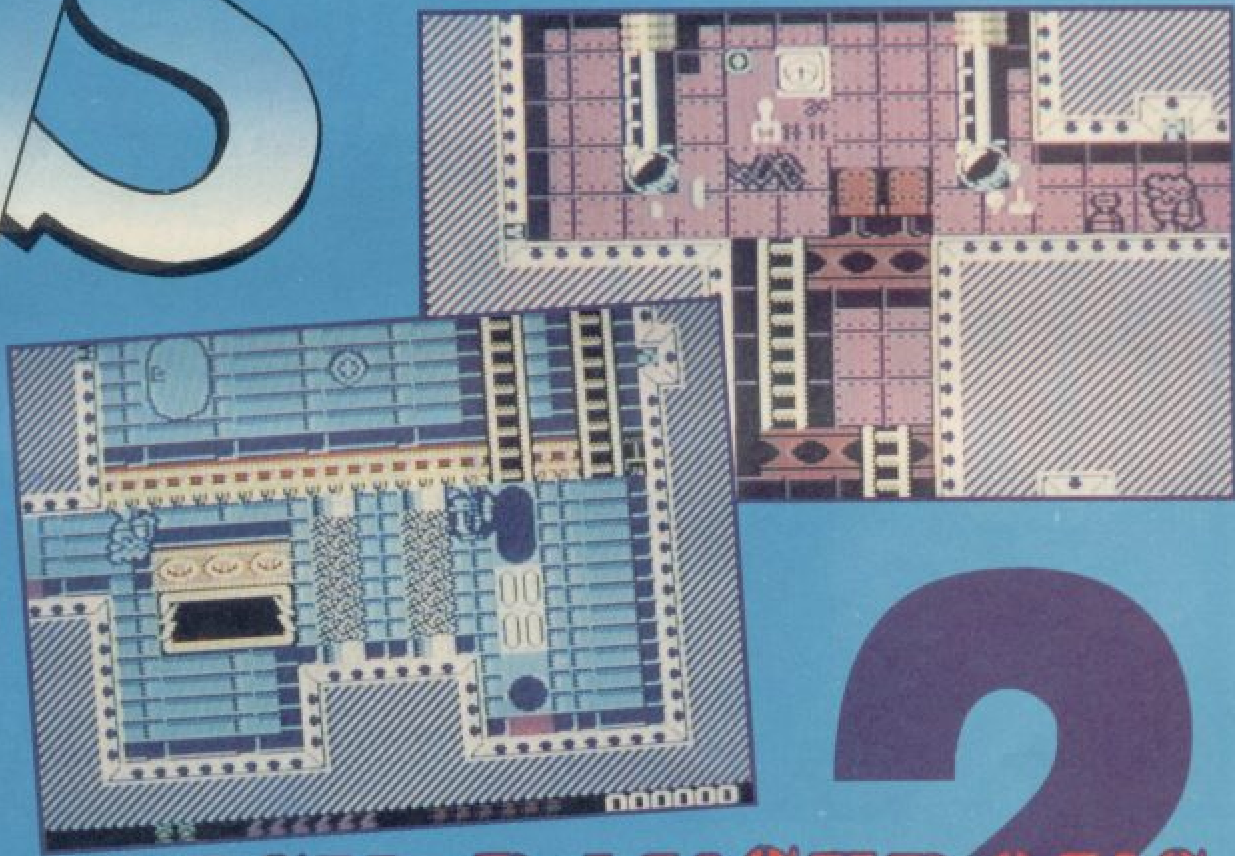
EWS

Here he is again, with his adventurer's hat, his adventurer's boots and his supply of sun-tan lotion - no, it's not Indiana Jones' granddad, it's Rick Dangerous, in Rick Dangerous 2, the imaginatively-titled sequel to, wait for it, Rick Dangerous.

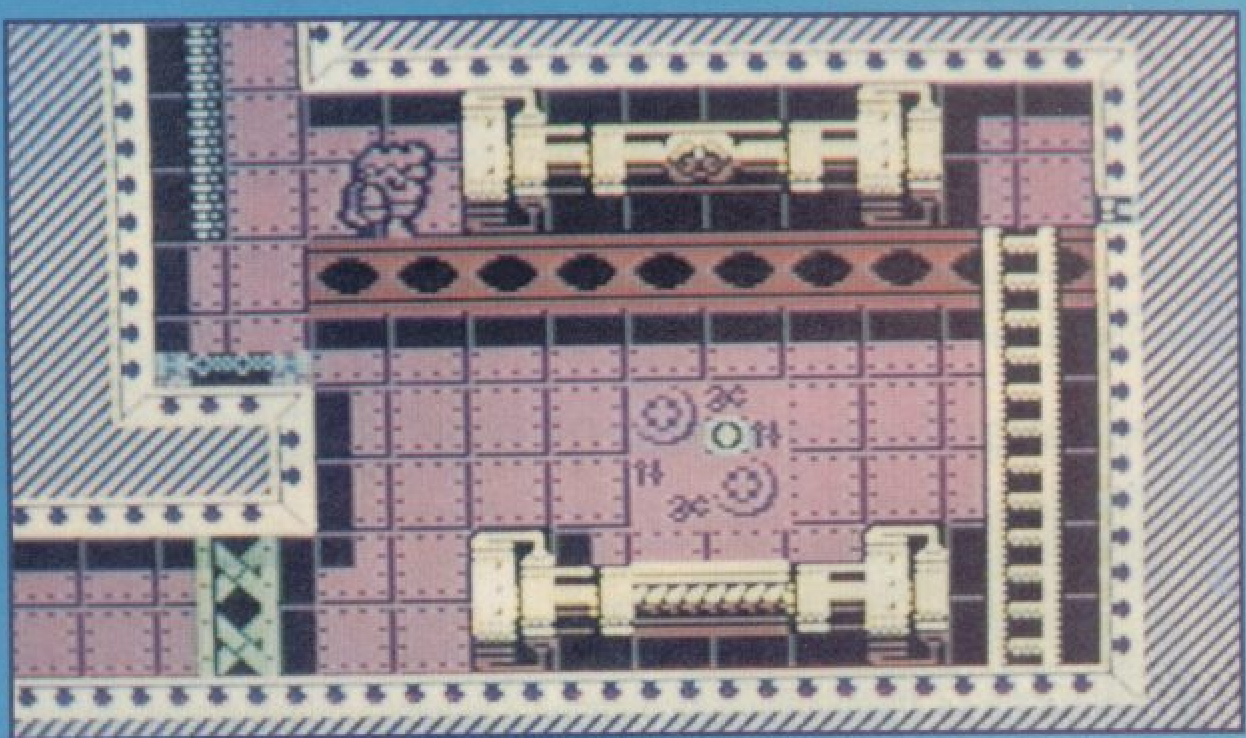








RICK DANGEROUS 2





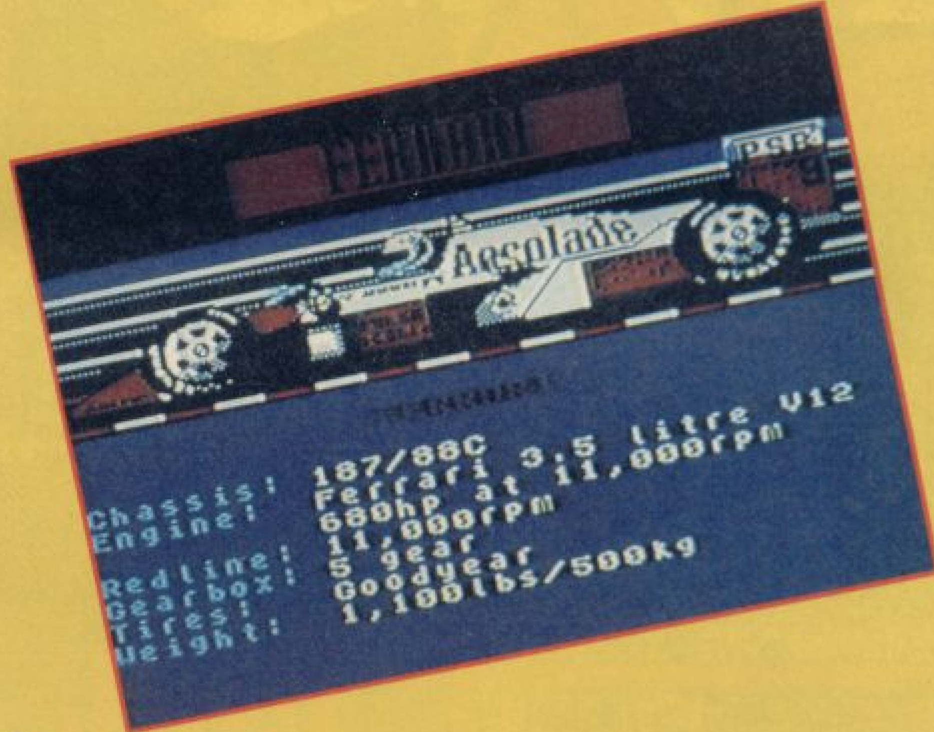
Well, he isn't going to need the sun-tan lotion this time, because everyone's favourite freelance troubleshooter finds himself trapped on a spaceship with the usual assortment of walkways, ladders, corridors, things to pick up and aliens to bash in.

The good news is that the graphics and use of colour look even better than those in the original game, and we're bursting our waterbottles waiting for a view of the finished thing.

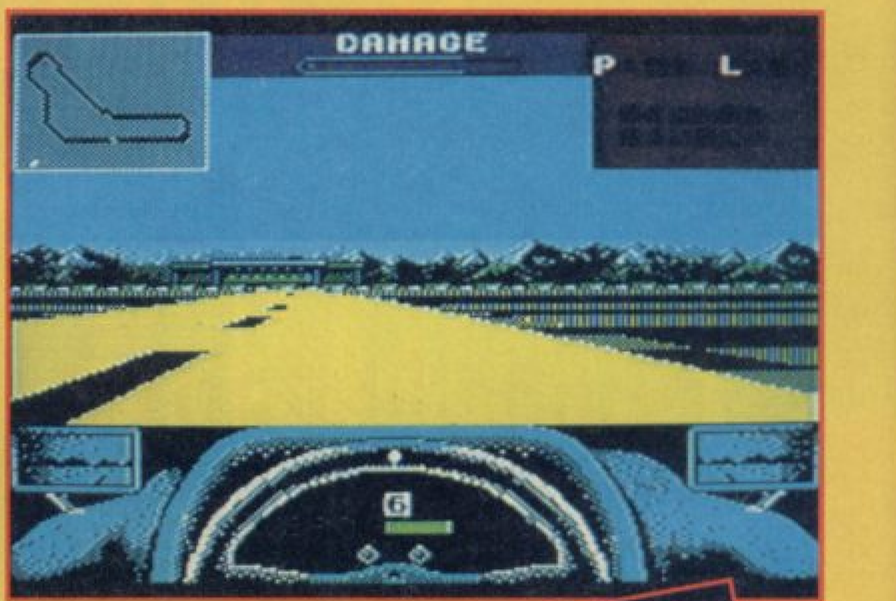
Streetdate: August Price: £9.99

PREVIEWS

GRAND PRIX CIRCUIT



Ever wished you were a rubber-burning, tyre-squealing, corner-cutting Formula One driver? Well, forget it, matey, you never will be, I can guarantee. But you might get the chance to play Accolade's Grand Prix Circuit (almost certainly, if you fork out the money).

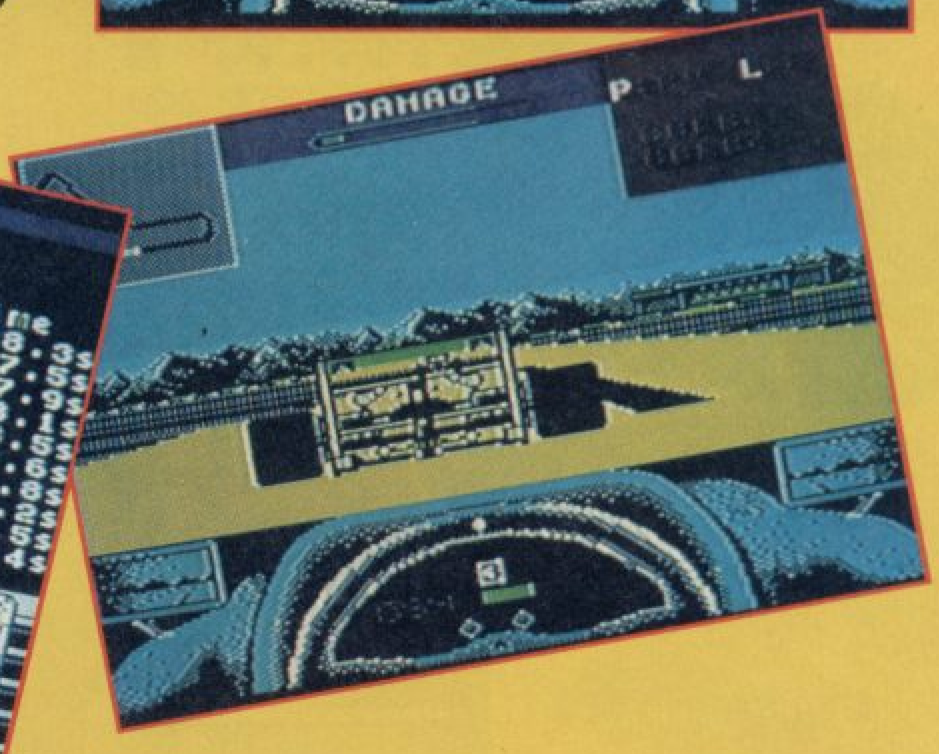


This looks like one of the most detailed Formula One racing simulations yet. You get to choose one of three cars, McLaren, Ferrari and Wilson; the number of laps per race; and the difficulty levels. You can then choose practice, single race or championship, in which you race on eight circuits including Brazil, Monaco and Japan.

We haven't managed to qualify for the big race yet, but it looks good, with rear-view mirrors, damage reports and six gears adding to the realism.

Streetdate: August Price: £8.99






ONE DAY AT THE MARKET...
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NEXT MONTH

C.E.S. SPECIAL

The Greatest Show on Earth comes to Earl's Court. And if you're coming, our stand-by-stand guide to the exhibitor's will be invaluable. We've painstakingly put together a file on everyone attending the show so you can get to all the main attractions first. With the help of our info and detailed maps, you'll know exactly where you are and what's nearby!

C.E.S. COMPETITION

Win £1,000 worth of Sony Electronic Equipment! The eventual winner of our ShowCard competition (to be held on Saturday 15th Sept) will waltz off with enough black boxes to build a house!

DOUBLEHITS

Collect the 5th in our excellent series. On top of a complete game and a playable demo, there will also be a special cheat program detailing hints and codes for an absolute LOAD of top selling games.

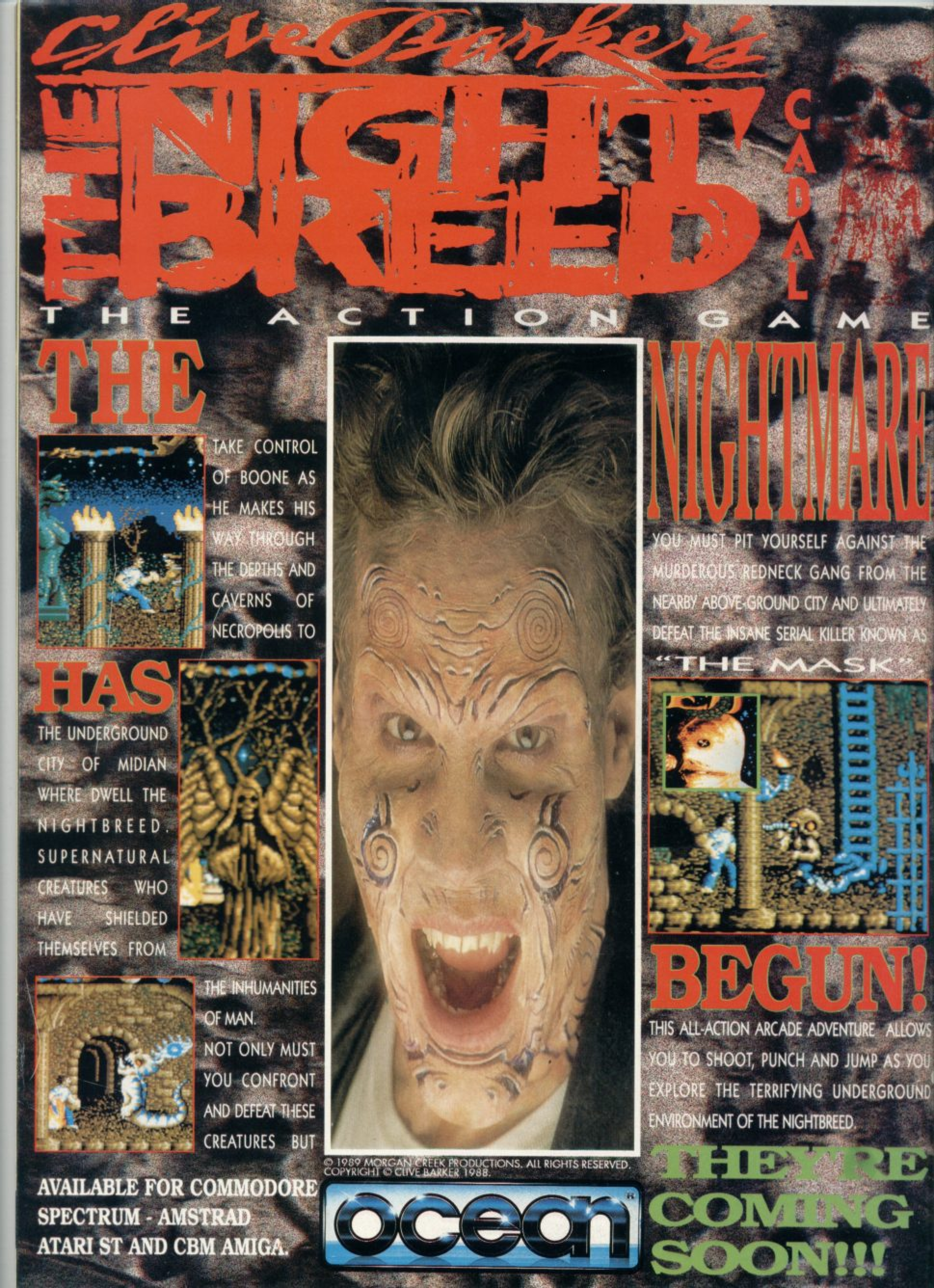
SOLUTIONS

If this month's Solutions Extra gave you a taste for folding cheats, you'll be beside yourself next time 'cos we've got 16 pages of game-killin' info for you!

AUTUMN PREVIEWS

Your chance to check out the very latest games, as they're programmed! Interested in seeing how your fave film licence is faring? Turn to our exhaustive previews section.

OUT SEPT 14th


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